

RONALD WARTOW

UNOFFICIAL

# FINAL FANTASY

STRATEGIES & SECRETS™

# VII

FOR THE  
PC

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# FINAL FANTASY® VII



## **STRATEGIES & SECRETS™**

**Ronald Wartow**



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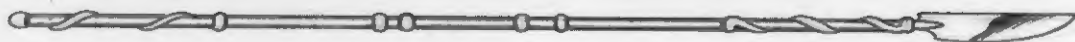
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# INTRODUCTION

Congratulations! You've found the perfect guide for getting the most out of the rich *Final Fantasy VII* experience. With this trusty book by your side, you'll discover sure-fire ways to defeat even the toughest monsters, the strongest bosses, and the ultimate evil—wicked Sephiroth himself! You'll also pick up tons of useful tips, secrets, and unique strategies that will make you a *Final Fantasy VII* virtuoso. First and foremost, though, this book provides an excellent, complete *Final Fantasy VII* walkthrough. With a little dedication, victory will be well within your grasp!

## What's in this Book

.....

Victory in *Final Fantasy VII* comes only after a long, complex, and sometimes perplexing journey. The quests along the way are no strolls in the park. Horrible beasts, cunning puzzles, and nasty villains try to thwart you at every turn. Sometimes your travels end in tragedy as your beloved heroes are kidnapped, injured, or even killed.

But be brave of heart! This survival guide provides plenty of valuable insights for both novice and veteran role-playing gamers. The goal of this book is to lead you to total victory over the game.

The first four chapters provide a thorough treatment of all of the game's characters and elements, and the skills you'll need for your journey to be successful.

**Chapter 1, *The Good, the Bad, and the Ugly***, gives the lowdown on all the heroes and their powerful foes.

**Chapter 2, *Final Fantasy Fundamentals***, covers all the important gameplay basics, as well as how to find the ultimate weapons for all the heroes.

**Chapter 3, *Materia Magic***, spells out everything you want to know about *Final Fantasy VII*'s unique and powerful magic system.

**Chapter 4, *Combat Essentials***, looks at special strategies to give your heroes the edge in every fight and explains limit breaks and enemy skills.

The next seven chapters give you the precise directions you need to survive and conquer the world of *Final Fantasy VII*. You'll also get the answers for solving the game's fabulous side quests, including those featuring Yuffie, Vincent, the Kalm Traveler, the Emerald and Ruby Weapons, and the Ancient Forest.



**Chapter 5**, *Midgar*, leads you from the exciting beginning of *Final Fantasy VII* to the heroes' spectacular breakout to the Overworld.

**Chapter 6**, *East Continent*, guides you through emotional flashbacks, a hysterical stint in the Shinra army, and an eventful sea voyage.

**Chapter 7**, *West Continent*, highlights the dark history of the game's truly depraved villain, Sephiroth.

**Chapter 8**, *Southeast Island*, features an enigmatic clock puzzle in a long-forgotten temple.

**Chapter 9**, *North Continent*, starts out with intrigue, treachery, a mysterious forest, and an ancient city. The heroes then continue on to the wastes of the desolate Great Glacier. The chapter ends with a killer meteor threatening the planet.

**Chapter 10**, *Globe-Trotting*, involves a desperate attempt to stop a speeding train from demolishing a village, a leisurely climb up an eerie tower for war games, rocket travel, and a perilous return to Midgar to confront a mad scientist.

**Chapter 11**, *Northern Cave*, explores the gloomy depths of the notorious Northern Cave, where you square off for the final time against Sephiroth.

The four appendixes are handy reference tools.

**Appendix A**, *Monster Compendium*, offers detailed statistics about all the creatures that roam the game. It tells you how tough they are and gives you hints on ways to defeat them.

**Appendix B**, *Worldly Possessions*, delivers the goods on the goods! Here you'll find extensive lists of the game's many weapons, armor, items, and accessories.

**Appendix C**, *Materia Pandect*, lists every single one of the magical orbs known as materia. The pandect tells you what each materia does, where to find each one, and all their levels and stats.

**Appendix D**, *The Chocobo Guide*, explains the vital—and fun—process of chocobo luring, riding, and breeding. These giant, swift-footed birds can carry you across the game's adventure-packed landscape.

## Special Features

As you explore the book's walkthrough chapters, you'll discover three valuable kinds of inside information: Advance Intelligence Reports, boss stats, and action pointers.

## Advance Intelligence Reports

These important reports appear in the walkthrough when you come across a new game location. Rely on this wisdom to plan your next moves. Here's what each report can tell you:

---

### ADVANCE INTELLIGENCE REPORT

---

<b>Recommended EXP Level</b>	<b>Recommended experience level you should have before entering area</b>
<b>Landmark(s)</b>	<b>Nearby geographical markers</b>
<b>Earlier Event(s)</b>	<b>What took place or what actions you were required to perform earlier to arrive at this point in the game</b>
<b>Goal(s)</b>	<b>The specific action you must accomplish (or witness) to progress to the next section of the game</b>
<b>Save Point(s)</b>	<b>Location(s) of save point(s)</b>
<b>Inn(s)</b>	<b>Gil cost per night</b>
<b>Item Shop</b>	<b>Yes/No indicates whether an Item Shop exists in this area; lists special items, if any (does not list common items, such as potions)</b>
<b>Materia Shop</b>	<b>Materia (cost in gil)</b>
<b>Weapon Shop</b>	<b>Weapons for each hero and armor</b>
<b>Accessory Shop</b>	<b>Accessories</b>

---

The cost of items, weapons, and accessories fluctuates throughout the game. Some Materia can't be bought; if it can, the cost is listed in the Advanced Intelligence report.

## Boss Stats

Bosses are tough, strong monsters that pop up at critical times in the *Final Fantasy VII* story. You usually must defeat bosses for the story to progress. To help destroy these abominations, consult these tables:

### MONSTER OR CHARACTER NAME

**HP** Hit points: how much damage the boss can take

**MP** Monster's magic points



<b>Best Attack</b>	<b>Which kind of attack—melee or magic—works best against the monster</b>
<b>Remarks</b>	<b>Special techniques to use against this foe</b>
<b>Rewards</b>	<b>Prize: Any special prizes such as materia or items</b>
<b>EXP: # of experience points you win</b>	
<b>AP: # of ability points you win</b>	
<b>Gil: amount of money you win</b>	

## Action Pointers

These regular tips will help you deal with the game's many challenging action sequences. From keeping warm on a treacherous, icy cliff to foiling a gang of toughs on a wild and winding motorcycle course, these pointers will get you over the rough spots in the action.

Here's an example:



### **SWIMMING WITH THE FISHES**

*Swim in the shallows just up to the electrified waters right below the target girder. Be careful not to swim toward the charged waters directly underneath the girder, or you'll be dumped back on the beach.*

## Tips for Saving

*Final Fantasy VII* takes tens of hours to beat. Even if you're a savvy gamer, completing the game and all its optional side quests may take about 50 hours. What happens when your adventuring party keeps on getting massacred, or the heroes become trapped in a barren area with no place to go, or you crave sleep before you do a faceplant on your computer keyboard?

To deal with these problems, the game lets you save your place like a bookmark. A little forethought on the matter, though, will save you a lot of grief later. Here are some special techniques for effectively saving games at worthwhile turning points in *Final Fantasy VII*.

Fortunately, you can save your game positions often during *Final Fantasy VII*. You can save the game at any of the twirling save points found indoors, or at any place outdoors. If disaster befalls the party or the dreaded Game Over screen appears, choose a saved game and pick up where you left off.



The role-playing gamers of the world have come up with favorite spots to save games. Maybe, you can add to the list, but, for now, check these out:

**The “Not the Opening Scene Again!” Slot** After beginning a new game, save right away after the fascinating, but lengthy, opening scene plays itself out. This way, if you do badly right from the start, you can load the saved game and play without going through all the opening scenes.

**The “Whew!” Slot** Use this slot after completing a particularly difficult or tricky portion of the game, such as the lengthy Shinra Tower quest, which ends with a miraculous defeat of a tough villain. Also use this slot right after you make a large monetary outlay for weapons, bangles, or materia, or achieve an outstanding rise in hit, magic, or attribute points.

**The “Uh Oh!” Slot** Employ this slot when the party is about to enter any game location that has proved impassable previously. If you successfully complete that portion, save the game in the “Whew!” slot.

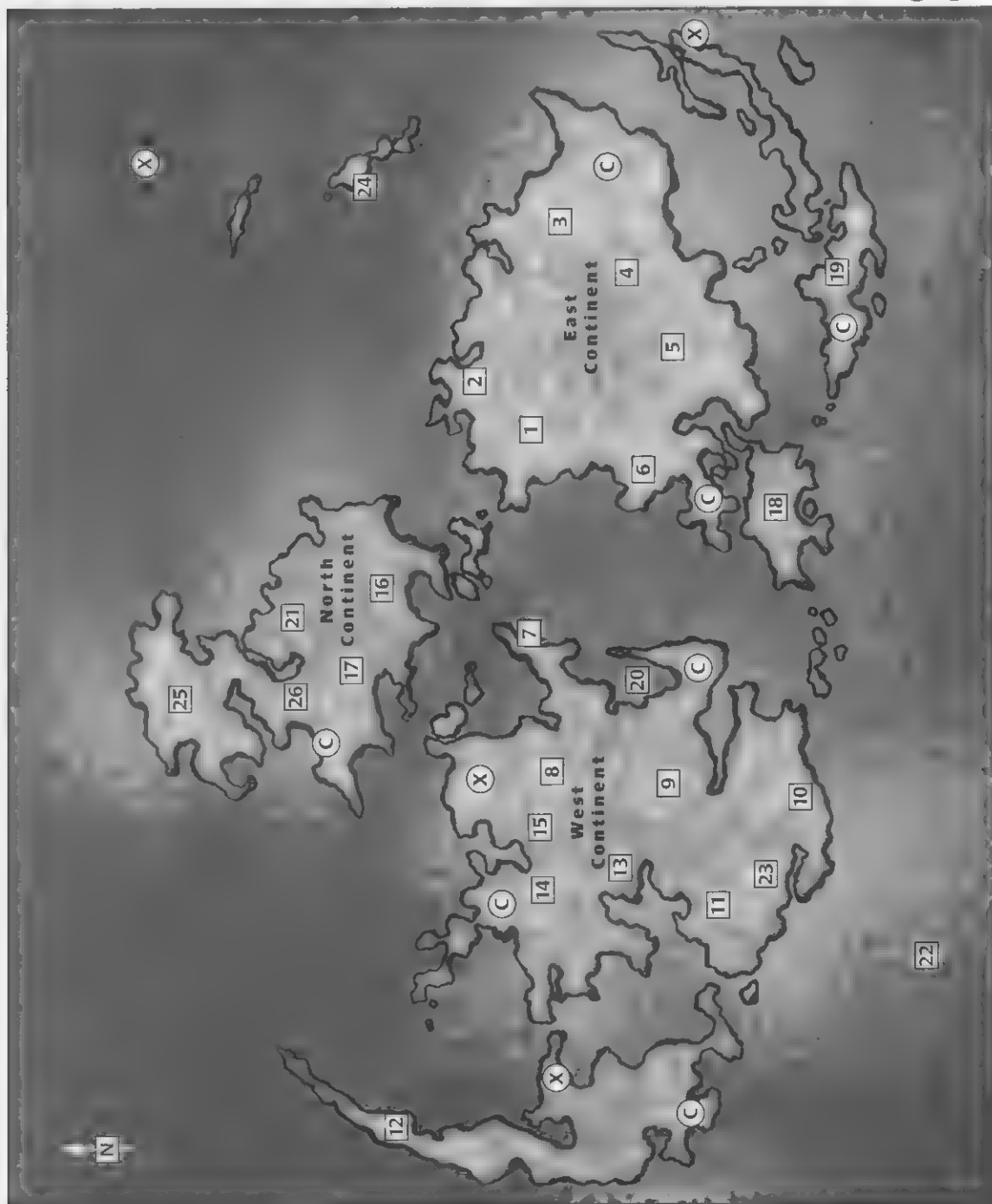
**The “I Take It Back!” Slot** Create a saved game before starting a new major game area. That way, if you get stuck, or perform some totally bogus move, you can restart from the beginning of the area.

**The “Point of No Return” Slot** For the truly brave quester, this slot preserves your game position smack-dab in the middle of a dangerous area, usually indoors, where save points are scarce. If you cannot successfully exit the current area, this save becomes useless. Never save in this slot over a “Whew” Slot!

## ..... **Final Fantasy VII Map**

The game begins in the city of Midgar, an industrial center and headquarters of the evil Shinra corporation. With luck and pluck your heroes will break out of the city and find themselves in the Overworld, the surface of the *Final Fantasy VII* world. There are three main continents—East, West, and North—as well as a number of islands. You can visit all of them, but you’ll need the special vehicles that become available as you progress through the game. You can also explore remote areas by breeding special chocobos that can carry you across water and rough terrain. The walkthrough chapters later in this book explain how and in what order to navigate the *Final Fantasy VII* world. Follow this advice and you can’t go wrong.

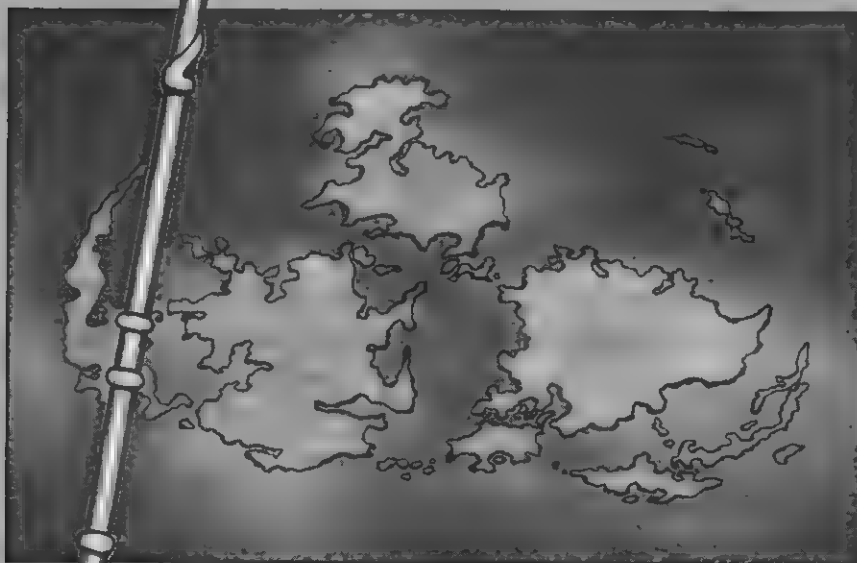
1. Midgar
  2. Kalm
  3. Chocobo Ranch
  4. Mythril Cave
  5. Fort Condor
  6. Junon
  7. Costa del Sol
  8. North Corel
  9. The Gold Saucer
  10. Gongaga
  11. Cosmo Canyon
  12. Wutai
  13. Nibelheim
  14. Rocket Town
  15. Mt. Nibel
  16. Bone Village
  17. Icicle Inn
  18. Temple of the Ancients
  19. Mideel
  20. Sunken Plane
  21. Chocobo Sage/Shell Village
  22. Cactus Island
  23. Frogs
  24. Goblins
  25. Northern Cave/ Crater
  26. Gaea's Cliff
- (X) Cave  
(C) Chocobo Track





## CHAPTER I

# The Good, the Bad, and the Ugly



**Y**ou portray Cloud, the spike-haired, buffed hero of Final Fantasy VII. Wielding the largest sword ever forged, Cloud cuts quite an impressive figure. Yet his fight against evil is only possible with the guidance and support of other worthy companions. From the machine gun-toting Barret to the fiercely loyal Red XIII, Cloud fights the good fight with plenty of help.



Blocking the heroes' path to victory are the insane Sephiroth, a villain who's evil incarnate, and the forces of the ultrapowerful Shinra corporation

This chapter introduces you to the cast of characters, both good and bad.

## The Heroes

.....

To be successful in *Final Fantasy VII*, you must get to know the nine heroes and their different strengths and weaknesses. Some of the characters rely on brute force; others depend more on magical abilities. A few of the heroes are members of the rebel group, Avalanche, from the beginning. The rest become affiliated with the rebels during the course of the game and join in the battle against Shinra.

### Cloud Strife

A mercenary who once was an elite soldier with Shinra, Cloud grew up in Nibelheim and was a childhood friend of Tifa. As the adventure begins, Cloud joins Avalanche. His inaugural mission is a bold raid on a Shinra energy reactor. At first he's just in it for the money, but Cloud quickly becomes the spiritual leader of the rebels.

### Barret Wallace

This huge hulk of a man is one tough character. Early in life, Barret's right arm was blown off by Shinra thugs during a devastating raid on his North Corel home. Now it's payback time! The prosthetic-wearing Barret heads Avalanche and is a real thorn in the side of Shinra. Although his wife died in a horrible tragedy, Barret's daughter, Marlene, survived the incident.

### Aeris Gainsborough

The *Final Fantasy VII* adventure begins with Aeris casually strolling down a Midgar street. A flower seller by trade, Aeris lives with her Aunt Elmyra in a seedy slum and occasionally visits the safe haven of a church. A strange aura surrounds her, perhaps explaining why she can grow delicate flowers in such a dreadful place. Purely by chance, she meets and eventually joins Cloud's band. The nefarious "Turks," a gang of mercenaries sent by Shinra, are out to capture her.



### Tifa Lockhart

Tifa is an important member of the resistance, and she houses the Avalanche rebels in a secret hideout below her Seventh Heaven bar. She extracted from Cloud, her childhood friend, a momentous promise of eternal protection. Tifa intensely despises Sephiroth for causing her father's death.

### Red XIII (Nanaki)

A ferocious beast resembling a skinny lion with flaming red fur, Red XIII has an intelligence that's a match for any human's. Raised in Cosmo Canyon by his human "grandfather," the scientist Bugenhagen, Red XIII was captured by Shinra, which planned to subject him to unspeakable medical experiments. The rebels rescue him from this nightmare.

### Cait Sith

This weird feline sits atop an enormous stuffed animal that he animated with his magic. Found by Cloud in the Gold Saucer, Cait Sith plays a pivotal role in the adventure. He's a little conniving, and although his cowardice lets the party down more than once, his zany attack style can make up for it.

### Cid Highwind

Cid is an inventor and pilot who dreams of space travel. He toils for Shinra, but only for the resources and technical help he gets out of the deal. Based in Rocket Town, he maintains the airship *Highwind*.

### Vincent Valentine

A grim and moody character, Vincent has old connections to Cloud through Shinra. Vincent is a troubled soul, and it takes quite an effort to find and recruit him. His body makes a wonderful weapon due to the fascinating experiments the Shinra labs performed on him.

### Yuffie Kisaragi

This hero would make Bruce Lee proud. Quite a martial artist, Yuffie is also difficult to find and recruit, but once enlisted, she proves a valuable asset. Yuffie is obsessed with



acquiring as many magical materia orbs as possible. She's also fiercely loyal to her Wutai homeland.

## The Villains

What would any good story be without bad guys and girls? Here's the lowdown on the scoundrels you'll need to defeat to achieve ultimate victory.

### Sephiroth

Once a great soldier and Cloud's role model when they served together in the Shinra army, Sephiroth has gone off the deep end, becoming a horrible threat to Midgar. Learning of the horrible fate that befell his mother triggered the change.

Devastating with both his melee weapons and magic, Sephiroth qualifies as one of the greatest villains in *Final Fantasy* history. Will his insanity destroy the planet?

### Shinra, Inc.


Dominating the economic, political, and military destiny of the planet, this company is the target of the heroes' rebel group, Avalanche. The company controls the planet's energy and is methodically replacing good air with bad air to further its depraved goals. Shinra shows little concern for the citizens of the world. Midgar is its home base. Some of Shinra's blackhearted executives are formidable fighters who will push the heroes to the limit of their abilities.

---

#### SHINRA CHAIN OF COMMAND

---

Who	What	Description
President Shinra	President	The evilest CEO ever
Rufus Shinra	Vice President	The President's son, he's beyond ruthless
Palmer	Head of Space Development	A buffoon
Scarlet	Head of Weapons Development	Hard and tough
Heidegger	Head of Public Maintenance and Order	A "yes" man
Gast	Head of Science	Started dastardly genetic experiments



Who	What	Description
Hojo	Head of Science	Gast's successor and a real piece of work
Reeve	Head of City Development	An OK guy
Tseng	Leader of the Turks	A wimp
Irena	A Turk	Another OK sort
Rude	A Turk	Sarcastic
Reno	A Turk	Very sarcastic

Shinra's board of directors threatens the heroes throughout *Final Fantasy VII*. Most of these very challenging encounters end with the directors fleeing the scene while flipping you the bird. What a bunch of cowards!

Shinra employs the "Turks," a gang of ne'er-do-well mercenary scoundrels, to do their dirty work. Curiously, some Turks mysteriously turn wimpy at a critical juncture in the game.

Besides the Turks, an army of loyal soldiers provides the muscle for Shinra, Inc. These soldiers are extremely powerful and possess superhuman strength due to the high doses of mako energy they've received. Engage them with exceptional caution. Cloud was one of them before switching sides.

## Monsters

Shinra has unleashed hundreds of dark minions to stop you from winning *Final Fantasy VII*. Many other frightening creatures wander the game's world, also looking to kill you. No doubt you'll exchange not-so-pleasantries with every last one of them during the quest. They'll all show you the brunt of their weapons and magic.



**TIP** Devise winning strategies to handle even the toughest monster by using Appendix A. This appendix gives you complete details about all the monsters in *Final Fantasy VII*, including their weaknesses, their whereabouts, their attacks, and the rewards you'll gain for defeating them.

At the start, every monster is tough. Their attacks and overall strength match—and sometimes exceed—those of the heroes. As the heroes advance, though, they can return to areas they've already visited and make instant roadkill out of the monsters there. Like the heroes, many monsters can also cast spells and use special abilities.

The only good monster is a dead monster. No exceptions! No mercy!

## Bosses

Bosses are monsters that are extraordinarily difficult to consistently defeat in combat. Often summoned and controlled by Shinra bigwigs, they show up at pivotal game moments. At many game junctures, you must defeat a boss to advance.

Don't relax because you face only a single boss. Many bosses have multiple, independent body parts, each of which attacks your party. In essence, you will fight more than one monster even though a lone boss confronts you.

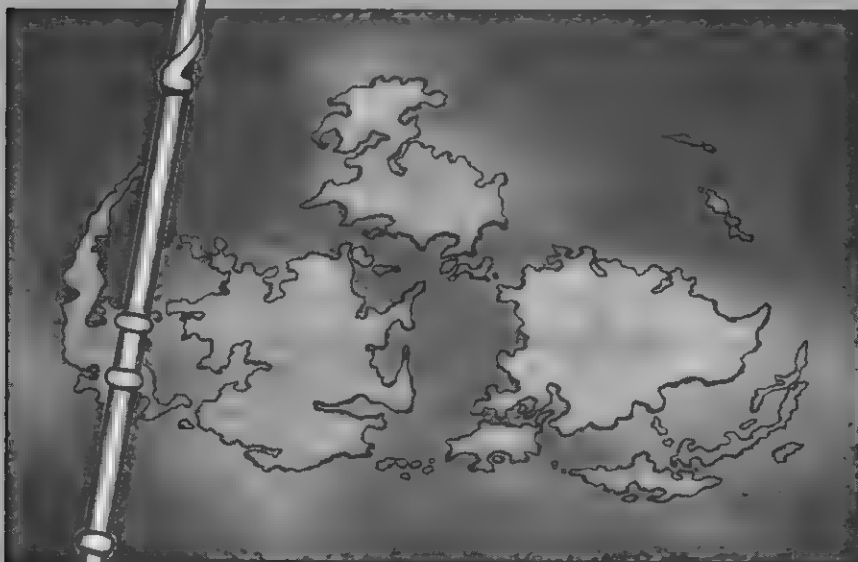
Consult the boss stats tables that appear throughout Chapters 5 to 11 if you're having trouble winning. Most of the bosses are very powerful, with mounds of hit points and magic points, and more special attacks than you shake a sword at. Giving an exact strategy for defeating some of them is almost impossible. However, as long as you have progressed appropriately through the game, rising to the levels recommended in the Advance Intelligence Reports in the walkthrough chapters, your chances for prevailing are excellent.



**NOTE** *Monsters, monsters, and more monsters! Is there any getting away from these fiends? Actually, there are combat-free zones in a few areas of the game. Monsters never attack while the heroes are in towns, in the Gold Saucer or its tram, flying, riding chocobos, on save points, or when you access the Main menu. Remember these safe havens. Head to them to heal up and raise levels before exploring further.*

## CHAPTER II

# *Final Fantasy* Fundamentals



**F**inal Fantasy VII is set in one of the most richly imagined worlds ever created for a computer game. The early part of the game is set in the dark and moody streets of the city of Midgar. The later stages take you across rolling plains and snowfields, over (and under) oceans, into a wacky casino, and into the depths of deadly caves, among other fascinating and colorful locales. Many of these areas allow you to roam freely, exploring at your leisure. This freedom is one of the most exciting features of Final Fantasy VII.



This chapter is your orientation to the basics of the game. You'll learn how the characters gain experience and grow more powerful, how to move around the game world, what cool weapons and armor are available for your heroes, and more.

## ..... **Character Experience and Stats**

Like many other role-playing games, *Final Fantasy VII* works on the principle that the longer a hero survives and the more battles they win, the tougher, smarter, and more powerful they'll become. Learning how heroes can gain experience, increase their skills, and gather enough money to buy important items such as weapons, healing potions, and magical materia is the key to triumphing over Shinra and Sephiroth.

### **Experience Points and Experience Levels**

*Experience points* (abbreviated EXP) measure how successful a hero has been in combat. Every time a hero or group of heroes defeats a foe, they will be awarded a predetermined number of experience points. The tougher the foe, the more points the victory is worth.

When a hero accumulates enough experience points, they will achieve the next *experience level*. As heroes rise in level, they gain hit points, magic points, and attributes (see below), making them faster, stronger, and more powerful. Cloud begins the game on level 6.

It's important that your heroes gain plenty of experience points and rise in levels as quickly as possible. Otherwise, your heroes simply won't be strong enough to withstand the challenges they'll encounter as the game progresses. In the walkthrough section of this book (Chapters 5 through 11), you'll find recommendations of what level your heroes need to achieve in order to have a fighting chance in each section of the game. To win *Final Fantasy VII*, your heroes will probably need to achieve level 55 or above. That's a lot of notches on Cloud's sword!

### **Hit Points**

*Hit points* (abbreviated HP) measure a hero's life energy. The more hit points you earn, the better. During combat, a hero will usually lose varying amounts of hit points whenever they're struck by an enemy attack. When a hero's hit point total falls dangerously



**TIP** When a combat round ends, your heroes do not regain the hit points they've lost. Fortunately, there are many ways to heal your heroes and restore their lost hit points: heroes can rest and recover in a designated safe place, potions and other items will help, and heroes can also gain the ability to cast healing spells on each other.

low, they look battered and kneel on one knee between attacks. If a hero's hit point total falls to zero—well, you can always restart a saved game. Monsters also have hit points, which work the same way. Each hero's current number of hit points is displayed during combat so you can keep a close eye on it. Cloud begins the game with 302 hit points. The maximum number of hit points possible is 9,999.

## Magic Points

Heroes need *magic points* (abbreviated MP) to cast spells. Think of a hero's magic point total as their reservoir or store of magic energy. There are scores of magic spells available for use in *Final Fantasy VII*. Some can be used to inflict awesome damage on your foes, while others can be used for constructive purposes like healing. Most of them cost a certain number of magic points to cast.

But you need something else to cast spells: the magic orbs called *materia*. Each type of materia allows a hero to tap and channel their magic points to cast a specific spell. Any hero can use any materia, as long as they have attached it to their weapon or a piece of their armor. You'll learn much more about materia in Chapter 3.

Just like hit points, magic points increase with experience. And just like hit points, they can run low and need to be restored through the use of an item or a restorative spell. If a hero's magic points fall below the minimum needed by a spell, that hero can't perform magic. Monsters also have magic points, which work exactly the same way. Cloud begins the game with 54 magic points. The maximum number of magic points possible is 999.

## Ability Points

The more you use materia, the more powerful the spells they cast can become. During the course of the game, your heroes can obtain valuable *ability points* (abbreviated AP)



**NOTE** *The use of materia, including the relation of ability points to materia levels, is fully discussed in Chapter 3.*

that raise materia levels. In other words, materia gain levels just like characters gain experience levels. Heroes gain ability points by using materia and defeating monsters—each of which is worth a certain number of ability points.

## Attributes

Each hero also has an array of other statistics.

These *attributes* rise as the hero gains experience levels. Attributes tell how strong, fast, resistant to magic spells, and so on a hero is. Attributes are mostly used by the computer to calculate what happens to the heroes and their opponents during combat. Although they're vital to the game, attributes cannot be manipulated easily; they must be built the old-fashioned way—through diligence and hard work. In general, attributes are not as important to keep track of as are hit points, magic points, and experience levels. The attributes are:

- Strength
- Dexterity
- Vitality
- Magic (note: this is different from magic points)
- Spirit
- Luck
- Attack
- Attack % (hit rate when attacking)
- Defense
- Defense % (rate hero evades attacks by monsters)
- Magic Attack

- Magic Defense
- Magic Defense % (rate hero evades magic attacks by monsters)

You'll quickly see that the heroes have widely varying attribute numbers. Cloud possesses good dexterity, Barret has great strength, and Aeris is lacking in strength but has higher magic scores.

It's important to note that certain magic items when equipped can increase a hero's attributes. Also, each use of materia generally decreases a hero's strength by one to four points, may decrease vitality by up to two points, and may increase magic defense by up to two points. The decreases are simply the cost your heroes must pay for using these powerful magic items.

When you're beginning to learn how to play *Final Fantasy VII*, just have a good time and don't worry about ability points too much. Once you become a seasoned player, you can take a closer look at attributes, find ways to maximize them, and thereby gain an extra edge over your foes.

## GIL

Gil are the coins of the *Final Fantasy VII* realm. This cold, hard cash comes in handy for all kinds of uses. As you explore the game world, you'll encounter many shops, which

sell weapons, items, and materia for a price. Rack up gil whenever you can so you can keep your heroes equipped with the best equipment money can buy. None of the merchants will give you anything for free—but they will purchase objects and weapons you no longer need, giving you some extra income.

**NOTE** Refer to Appendix A to find out how many gil you'll earn for wasting different monsters.

The most common way to gain gil is to defeat monsters in combat. When you kill a monster, you're not only making the world a little safer but also filling your pockets with a predetermined amount of gil.





**NOTE** You usually explore the game world using a party made up of three heroes of your choosing. In the meantime, the others will be offstage. But don't worry: idle heroes do not languish at low experience levels. While your favorite party of three is whomping monsters, the "inactive" heroes are assumedly doing the same offscreen. This really helps when the game's storyline forces you to include a particular hero in the party and in the game's final battle, when up to eight of the nine heroes must face Sephiroth.

## Tips for Building Levels

Now that you know all about hit points, magic points, and so on, what's the best way to gain experience and raise points? Fighting lots and lots of monsters, of course! Fortunately, *Final Fantasy VII* is infested with plenty of evil humans, robots, undead creatures, mutations, and other assorted freaks of nature.

Almost any place close to a save point is good for building experience. Wander around near the save point, fight a few battles, heal up, and then save again. Repeat this procedure over and over. Save points that are close to towns or healers are fabulous places to build experience levels because your party can heal up, replenish its magic points, and purchase potions and items.

Possibly the best area in the game to build up experience levels (and gil) quickly is in the Northern Cave jungle near the end of the game. Defeating just a single Magic Pot monster earns you almost 10,000 experience points and 1,000 ability points.

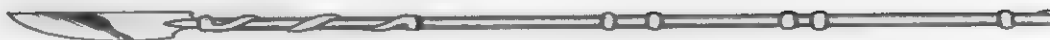
### Something to Shoot For

Cloud starts his adventure fairly weak, but he works his way up quickly. The following list gives you an idea of where you start out, and the types of numbers Cloud typically achieves as he nears his big face-off with Sephiroth at the end of the game:

	Beginning of Game	End of game
Level	6	55-60+
Hit points	302	9,999
Magic points	54	999
Strength	18	86
Dexterity	6	54
Vitality	16	79
Magic	23	142
Spirit	17	122
Luck	14	28
Attack	36	183
Attack %	96	105
Defense	24	144
Defense %	1	63
Magic Attack	23	142
Magic Defense	17	122
Magic Defense %	0	60

As you can see, Cloud's stats build up significantly over the course of many battles. They can also be boosted by using various materia and special items.

The number of hit points, magic points, and so on that a hero gains with each raise in level are not always the same. They're determined by varying factors, one of which seems to be random luck. If a hero gains a level and you see that the resulting point increases are not to your liking, simply load your last saved game and fight the last battle again for better stats. This is a bit time-consuming, and only for the obsessive, but it works.

**BIG-TICKET MONSTERS**

Whenever you want big rewards, search out and thrash these monsters:

Adamantaimai: 2,000 gil  
Cactaur (at Corel Desert): 10,000 gil  
Dark Dragon: 5,000 EXP, 2,500 gil  
Eagle Gun: 2,000 EXP, 3,800 gil  
Gargoyle: 2,500 gil  
Ghost Ship: 2,000 gil  
Iron Man: 10,000 EXP  
King Behemoth: 2,000 EXP, 250 AP, 950 gil  
Magic Pot: 8,000 EXP, 1,000 AP, 8,000 gil  
Master Tonberry: 6,000 EXP, 6,800 gil  
Mover: 30,000 gil  
Sea Worm: 5,000 gil  
Serpent: 2,500 gil  
Unknown 1: 5,000 gil  
Unknown 2: 3,000 EXP, 300 AP, 10,000 gil  
Unknown 3: 7,500 gil  
Xcannon: 2,000 EXP, 3,000 gil

## ..... Gameplay Basics

*Final Fantasy VII* is a beautifully designed game, and it takes only a few minutes to learn the common actions the characters can take. (But it takes *much* longer to master them!) In some areas of the game, you need to accomplish certain actions in order to move the story forward. In others, you're free to wander wherever you like, while the computer throws random foes at your heroes. At some points, gameplay stops so you can be treated to awesome animated sequences or revealing conversations between characters. Over time, the intricate personal histories of the characters unfold before your eyes, and the epic fight against Shinra and Sephiroth will play itself out.



The following sections provide the basic information you need to understand the game menus, modes, and the weapons, armor, and other items available to the heroes. You'll also learn the importance of triggering events in the proper order, choosing the right makeup for your combat party, and saving games.

## Menus

When you access the menu system, gameplay stops and you are free to make choices at your own pace. While in the menus, scroll up or down to select the action you wish to take.

The Main menu shows you what characters are in your party, along with their hit points, magic points, and limit break gauges, and how much real time has elapsed in the current game. It also offers access to the following submenus:

<b>SUBMENU</b>	<b>PURPOSE</b>
<b>Item</b>	<b>Lists items owned by the party and allows you to use or arrange them.</b>
<b>Magic</b>	<b>Shows what magical abilities the selected character has acquired.</b>
<b>Materia</b>	<b>Displays materia owned by the hero. Allows you to equip a materia (place it in a slot on armor or a weapon), or de-equip it and give it to another hero. Point to a particular materia to see ability points, number of ability points needed to reach the next level, and effects using this materia has on the character's attributes.</b>
<b>Equip</b>	<b>Allows you to switch weapons and armor character is using.</b>
<b>Status</b>	<b>Lists all attribute statistics, experience points, number of experience points needed to reach the next level, limit break level, distance to next limit break level, and effects of element-based attacks on the hero.</b>
<b>Order</b>	<b>Allows you to change the order of heroes in battle. For example, you can move a character to the back rank from the front rank.</b>
<b>Limit</b>	<b>Shows what limit breaks and levels the hero possesses and allows you to set which break level is in use. (See Chapter 4 for a full explanation of limit breaks.)</b>



Configure	Allows you to set sound levels, change battle speed, customize the controller, and more.
Save	Can be used at save points and anywhere in the Overworld part of the game.

## Order of Events

*Final Fantasy VII* is a rich and complex game. Sometimes you must perform a specific action in order to make the game move forward. If you get stuck, try doing something you haven't tried before, such as pulling a lever or opening door. Definitely talk to the many strange and wonderful characters your heroes will meet during the course of their adventures.

Sometimes your actions in the early part of the game may affect how later sequences play out. If you visit locations out of order, some events may not happen and some people and monsters may not appear because you haven't taken the necessary steps to trigger them. (For example, entrance to the Underwater Reactor and the sub pens is impossible early in the game, on your first visit to Junon.) If you progress through the game in the order given in the walkthroughs in Chapters 5 through 11, you'll trigger events in their proper sequence and everything should go as described in this book.

## Normal and Combat Modes

*Final Fantasy VII* has two gameplay modes: normal and combat. In Normal mode, you control the lead character (usually Cloud). The other two characters you've selected are along for the ride, although you can't see them.

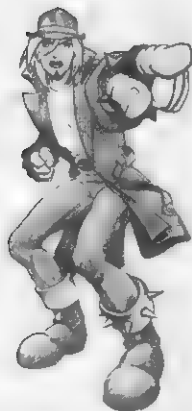
You cannot see monsters in Normal mode. When you encounter a monster, the screen will swirl you away and you'll enter combat mode. There you'll see all the characters in your party, arrayed for battle.

**NOTE** See Chapter 4 for a full explanation of the game's combat system and for battle tips and strategies. You'll be whipped into fighting trim in no time!



## Save Points

Unlike with many computer games, you cannot save a *Final Fantasy VII* adventure whenever you want. In many areas of the game, you can only save at a *save point*, which looks like a question mark rotating on a conical base.



**TIP** *In the Overworld part of the game, you can save anywhere you like without using a save point. Just access the Main menu and select the Save command.*

To save, have your character step up to the save point. A dialog box will then appear, and you can save the current game in a slot of your choosing.

## Party of Three

You control Cloud at the beginning of the game. Since he's the main protagonist of the story, he'll usually be available to you. Only three heroes can be in the combat party at any one time, and except for a few brief sections of the game, Cloud

always leads. You should always keep two other heroes with Cloud whenever possible to aid him in combat.

Even early in the game, there are more than three heroes to choose from, so you'll have to make frequent decisions about the party's makeup. Early in the game Cloud gains the convenient PHS ability, which permits you to exchange party members at any time you're walking on the World Map. (The World Map shows the entire world that *Final Fantasy VII* is set in, continents and all.) Over time, you'll begin to feel comfortable with your favorite party setup.

Follow these battle-tested rules of thumb when you select your party:

- Always take a full company of three along for the ride. If the game permits all three, then you'll definitely need all three to survive the upcoming battles!
- Learn each character's different strengths and weaknesses and strive for party balance and versatility.
- Because of *Final Fantasy VII*'s intricate materia magic system, any hero can have multiple magical abilities. So equip all your heroes with weapons and armor that permit them to cast a variety of attack, defense, and condition-changing spells.
- When a single hero must quest alone, make sure you give the loner adequate healing, curing, and escape materia.
- If a hero is weak and you're without revival spells or potions, head for a save point and substitute in a fresh body.

- Progress toward the special hero attacks called limit breaks can only be earned by the active heroes, the ones in the current party. You'll learn more about limit breaks in Chapter 4.

## Armor, Weapons, and Other Fun Things

*Final Fantasy VII* contains a deadly array of weapons and other items for the heroes to win, find, or buy. The game also has an unorthodox but useful system of armor that provides various types of protection for the heroes. The choices you make will have a direct impact on the characters' survival.

Both armor and weapons come with *slots*, which are designed to hold materia. Only when a materia is placed in a slot does it become active and available to the character carrying it. Placing materia in slots is called *equipping*. Chapter 3 tells you all you need to know about equipping the slots on armor and weapons.

## Weapons

Each hero starts out with a weapon that is adequate to get them through the earliest battles of the game. But you'll want to obtain better weapons as soon as they become available. Some weapons are rewards for killing particularly tough monsters. And just about all armament can be purchased in the various weapons shops you'll find scattered throughout the *Final Fantasy VII* world. Upgraded weapons do more damage, are more accurate, and have more useful materia slots. So always keep some extra gil on hand to make weapon purchases. As you acquire better weapons, sell off the less potent weapons you're no longer using.

Unlike materia or armor, each weapon can be used only by a specific character. Each character has their own type of weapon. For example, Cloud prefers swords, Tifa favors deadly

gloves, and Barret uses machine guns and cannons that fit onto his arm.



**NOTE** Appendix B lists all the game's weapons. Note that some weapons are designated as "long-range," which means they can be used effectively by a character standing in the rear position of a combat party.



## Ultimate Weapons

*Final Fantasy VII* is full of rewards for completing extra tasks. Some of these let you acquire each hero's ultimate weapon. Ultimate weapons inflict the greatest damage of any of the weapons in the game and have the very best materia slots. However, every ultimate weapon (except Aeris') has a drawback: the materia you use in ultimate weapon slots will not increase levels.

The following notes are very brief descriptions of how to get each hero's ultimate weapon and refer to places and sequences covered in Chapters 5 through 11.

**Cloud's Ultima Weapon** After the city of Mideel is destroyed, Cloud must kill the monster named Ultimate Weapon.

**Aeris' Princess Guard** In the Temple of the Ancients, enter clock hall IIII. Look inside the chest.

**Barret's Missing Score** Insert Barret into the party just before your return to and assault on Midgar. Halfway up the steps to Hojo, you'll find the Missing Score in a chest.

**Cait Sith's HP Shout** During the final assault on Midgar late in the game, go to the 64th Floor of Shinra Tower and search the lockers in the back of the health spa.

**Cid's Venus Gospel** After Cid's abortive attempt to stop the meteor with Shinra Rocket No. 26, chat repeatedly with Rocket Town's old man, the one outside the item shop. The old man eventually coughs up Cid's Venus Gospel.

**Red XIII's Limited Moon** After taking Bugenhagen to the Ancient City, return to Cosmo Canyon. Find Bugenhagen, who will give this special gift to Red XIII.

**Tifa's Premium Heart** After your first visit to the City of the Ancients, dig up the Key to Midgar in Bone Village. Return to Midgar and Wall Market. Re-enter the item shop. Examine the computer.

**Vincent's Death Penalty** With a chocobo you've bred or a submarine, visit the middle of the West Continent and find Lucrecia. She's in the cavern behind the waterfall. Have Vincent visit her, and then revisit her just before you reach the Final



Dungeon to receive the Death Penalty. As a bonus, Lucrecia awards Vincent his Level 4 limit break manual.

**Yuffie's Conformer** After you commandeer the submarine, find the chest in the sunken Shinra Gelnika plane.

## Armor

Typical role-playing games often give you different types of standard armor and shields. In this game, various armlets provide protection instead of body-covering leather or chainmail. See Appendix B for a complete list of armor found in the game.

## Accessories

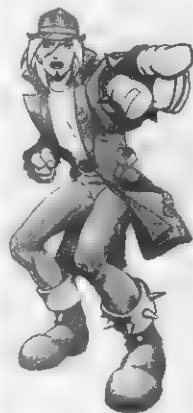
Accessories are various kinds of pendants, rings, belts, capes, and other wearable things that will magically protect your character and offer them other benefits. No well-dressed hero should be without them! Accessories are not armor and do not have materia slots. See Appendix B for a complete list of accessories

## Items

During the course of your explorations, you'll come across a wide variety of interesting items. Most can be used in combat, and a few can be used in regular game mode. Among the handiest are potions, which restore hit points, and ethers, which restore magic points.

Items can be found lying around, taken from slain foes, stolen from opponents using the Steal materia, or purchased in the many item shops you'll find throughout the *Final Fantasy VII* world.

The game's most common items are listed in Appendix B.



**TIP** To find out what a particular item is good for, go to the Main menu, select Item, and then select the individual item you're curious about.



## CHAPTER III

# Materia Magic



**N**o matter how strong the melee weapons brandished by Cloud and his pals, success in Final Fantasy VII is impossible without mastering the game's materia magic system. The role of magic, especially summoning magic, becomes more and more important as the game progresses. The further along you are in the adventure, the greater the chance that brute strength alone will fail you on the battlefield.



Materia are jewel-like orbs that hold extensive magical powers. The heroes obtain materia by finding them lying about, winning them in combat, retrieving them from secluded hiding places, and purchasing them in materia shops they visit. When inserted in the slots found on most weapons and armor, materia open up a range of offensive and defensive options. Many materia let you cast spells of devastating range and potency. Others add commands to a hero's Combat menu.

Materia are used only during combat. Before combat, you must first equip the materia by accessing the Main menu and selecting the Materia option. Materia fit into the slots in weapons and armor. You'll notice that some weapons and armor have pairs of slots that are linked to each other. These linked slots allow you to use some materia in tandem, thus augmenting their powers.

This chapter explains the attributes of the five materia orders and shows you how savvy materia management can turn even the weakest hero into a mighty magician. You'll also learn how to cultivate Master materia, a hero's best friend in combat.

## The Fab Five

There are five orders of materia: Spell (green), Independent (purple), Summon (red), Command (yellow), and Support (blue). Each order performs a different type of magic. Within each order, you'll find numerous specific that cast distinct spells. Some materia are more powerful than others. Some are harder to find than others. The best materia are usually awarded after successful victories against powerful monsters, usually bosses. Finally, the absolutely finest materia are in places only accessible once you successfully

breed different types of chocobos, the giant chicken-like mounts that your heroes can ride around the game world. (See Appendix D for more on breeding chocobos.)

Materia are scarce and expensive in the early stages of the game. Don't fret, though. Cloud has two materia from the get-go. Aeris and Tifa, who join Cloud early on, come with their own materia. Barret, however, starts out without any materia, so buy some for him or transfer materia to him from the others.



**TIP** *Want every party member to have your favorite materia? There's no law against buying duplicates so that two or more characters can have the same materia.*



**NOTE** *Materia are versatile stuff. Traditional role-playing games allow only certain classes of characters to use certain types of magic or to learn certain kinds of skills. In Final Fantasy VII, any hero can learn and use any and all of the game's skills and magic. The amassed level and experience raises of the materia remain intact even when you transfer materia from one hero to another.*

Materia gain levels based upon the ability points you earn after each successful battle. Each time a materia gains a level, it will cast its spell more powerfully. Eventually you can *master* the materia, or achieve its highest possible level. Mastering materia has significant strategic advantages. Some materia shoot up levels quickly; others gain levels excruciatingly slowly.

The strategies for equipping and using materia are endless, so experiment to your heart's content. What matters most is giving your heroes the magic and skills they need to win even the toughest battles.

The following sections give a broad overview of the types of materia available in *Final Fantasy VII*. For a more detailed look at each and every materia, consult Appendix C. There you'll learn each materia's function; the ability points needed for every level right up to mastery; magic point costs; locations where the materia can be found, bought, or won; and other useful tidbits.

## Spell (Green) Materia

Spell materia are the most common materia in the game. They cast spells used to heal, protect, or attack. Cloud starts the game with Ice and Lightning Spell materia, allowing him to cast bolts of cold and electricity at his foes.

## Independent (Purple) Materia



**TIP** *Certain armor and weapons double or even triple the rate at which your ability points increase. (See Appendix B). Choose these weapons and armor to help you gain materia levels quickly.*

When equipped in an active slot, an Independent materia raises one of the hero's point totals or affects other gameplay parameters. For example, HP Plus increases the character's maximum hit points, Enemy Lure increases the rate at which your party encounters monsters, and HP  $\longleftrightarrow$  MP swaps the hero's maximum hit points and maximum magic points. Independent materia don't create direct attacks or defenses.



## Summon (Red) Materia

These materia summon powerful entities that assist you on the battlefield and then disappear. This order of materia unleashes the most devastating physical attacks available in the game and provides powerful healing effects as well. The first Summon materia that becomes available in the game is Choco/Mog, which summons a chocobo and a mog (a cute little creature like the stuffed one Cait Sith rides), who proceed to run over your opponents for some serious damage. The most potent Summon materia of all is the spectacular Knights of the Round, which causes 90,000 HP of damage to all foes on the battlefield.

## Command (Yellow) Materia

Command materia add commands to a hero's Battle menu, giving them more options during fights. A fun one is Steal, which lets a hero rob an enemy of a weapon, armor, or other item right in the middle of a skirmish. One of the most versatile is Mime, which lets the hero who possesses it mimic the action taken by the hero before them. (For example, if one hero casts a Choco-Mog spell, the next character can also cast Choco-Mog, by using their Mime materia.)

## Support (Blue) Materia

Support materia have no effect by themselves. Instead, they support or augment other materia. Place Support materia in one of the two slots in a weapon or armor that has linked slots. When combined with other kinds of materia, Support materia can create awesome spells. (Note that HP Absorb and MP Absorb don't work with Support materia.)

The first Support materia the heroes obtain is All. You could link All with Bolt, so when you use Bolt the spell zaps all the members of the enemy group you're fighting. Similarly, you could link All with Restore, a healing materia, to heal all the members of your party at once.



**WARNING** When you use materia, certain attributes and points may increase or decrease. You must decide whether a materia's benefits outweigh its detriments. This is especially true when you equip materia that reduce a hero's hit points. Some of the more powerful Summon materia can reduce hit points by as much as 15%. Imagine what happens to your hit points if you equip four or five of those babies at once! To see the effects of any materia on a particular hero's attributes and points, take a look at that hero's Materia menu.



## Materia to the Max

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Materia are perhaps the biggest key to successfully battling your way through *Final Fantasy VII*. After you've had a chance to gather several new materia early in the game, seek out a few battles to get the hang of using materia magic. As you're playing the game, carefully examine each new scene you come across. Many materia are simply lying around, and you won't want to miss the opportunity to pick up these freebies! To take full advantage of materia, read on.

### General Tips and Tricks

- **Watch your magic points:** Even if you have the greatest materia in the world loaded into your weapons and armor, it's useless without the magic points needed to cast spells. During combat, you'll need to keep your magic points at sufficient levels. You should therefore stock up on items that replenish magic points: Ether, Turbo Ether, Elixir, and Megalixir. There are also materia that increase your heroes' magic points so that they rarely run low. An example is the handy Support materia MP Absorb, which drains an opponent's MP and transfers them to your hero.
- **Study casting costs:** Observe how many magic points your favorite spells cost to the hero casting them. Some spells are good values, but others are not. Don't get caught with your points down!
- **Spurn specialists:** Avoid assigning all of one class of materia to a specific hero. While it might seem great to load up a single hero with nothing but Summon materia, it's not worth the cost in hit points. A healer/restorer specialist sounds good at first, but what are you going to do when your healer bites the dust during combat?
- **Rotate materia when necessary:** Materia will not gain levels unless they are equipped in slots. Rotate materia constantly among the active party members in order to increase the levels of the materia and to master as many materia as possible.
- **Don't let materia die with a hero:** If a hero dies and you can't revive them, you'll lose the materia they had equipped in their weapon and armor. So if one of your characters is critically wounded and there's no save point in sight, have the wounded hero exchange materia with a character who's in better shape.



- **Take advantage of pumped-up heroes:** The glorious day will come when your heroes approach 9,999 hit points, the maximum the game allows. Of course, when a hero reaches this lofty total, they can no longer gain levels. So simply equip those maxed-out heroes with a few Summon materia, which each drain 10 to 15 percent from your hit point maximum. That hero can then gain more levels.
- **Love the mime:** In our world no one loves a mime, except for the French. In the world of *Final Fantasy VII*, it's easy to love a mime—a Mime materia, that is. As mentioned earlier, Mime lets a hero duplicate the action taken by the previous hero during the combat round. Because of this, make sure the Mime-equipped hero is one whose turn (probably based on Dexterity) directly follows the hero you want them to mimic. Cast a powerful spell, and then let the next character Mime it for maximum effect.

## Materia Combos



**NOTE** *Appendix C explains the materia combos that are possible in the game.*

Materia can be devastatingly effective when used in combinations. Although no materia-carrying weapon or armor has more than two holders in a combined slot, many materia, even in a single slot, can affect all the other materia on that piece of equipment. All of your combos involve Support materia.

There are scores of combos possible. Part of the fun of using materia is experimenting with combos, and every player has their favorites. Here are a few of the many worth trying.

- Couple All with Restore, and you can heal everyone in the party with a single spell.
- Link Elemental to Earth on your weapon, and inflict quake damage whenever you connect with that weapon.
- One of my personal favorites is a combination of Final Attack and Revive (or Phoenix). With this combo, no matter how hard your foes try to wipe your character out, the hero pops right back up, even after being critically wounded.

## Mastering Materia and Master Materia

Materia are pretty useful to begin with. But with use, some become even more powerful, especially the Spell materia. As you use one of these materia and gain ability points with it, that materia achieves the next level and allows you to cast a new and more powerful spell with it. Some materia have only one level; others have up to five. When you've gained enough ability points and the materia has risen to its highest possible level, we say that you've *mastered* that materia. When you master a materia, you learn to use it to its maximum effect.

Mastering materia makes confrontations with monsters much (much!) easier. For example, the Lightning materia has three levels: Bolt, Bolt 2, and Bolt 3. Each successive level is considered a different spell, and each creates a different electrical attack. (Each successive level requires a higher number of ability points and also has an increased magic point cost to cast it.) When in combat, you can choose which level of spell you want to cast, depending on the situation and the number of ability points and magic points you have.

But wait—there's more! Once you have collected and then mastered various materia in an order, you can combine them into a super-orb called a *Master materia*. This is no easy task—to create the Spell Master materia, for example, you must collect and master 21 separate Spell materia! But getting a Master materia is well worth it. A Master materia allows you to cast any spell of any level from the materia used in its creation—and since it's a single orb, you only need one slot to equip it. Gain all the Master materia, and it's like carrying every single materia in the game on one weapon or armor! Now *that's* firepower!

To create a Master materia, you must find the *Huge materia*, which are big materia receptacles scattered throughout the game world. (Yes, the terminology is rather confusing, but you'll get the hang of it!) When you've got the Huge materia, head for Bugenhagen's observatory in Cosmo Canyon (see the walkthrough in Chapter 10) and install



**WARNING** Think before converting your mastered materia into a Master materia. While you'll gain an incredibly valuable materia that requires only one slot, all the regular materia you used to make it will disappear permanently. Is it better to have that one bombshell in the hands of a single hero or lots of little bombshells distributed among the other adventurers? Different circumstances call for different strategies.

them. You can then combine all your individual mastered materia into Master materia if you wish according to the table below.

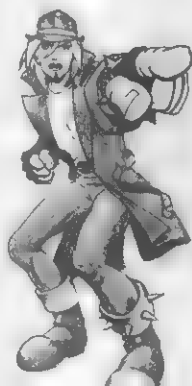
### HUGE MATERIA LOCATIONS AND MASTERY REQUIREMENTS

Materia Order Huge Materia	Where to Find the Create the Master Materia	Materia Needed to
Support	Rocket Town	Bahamut and Neo Bahamut Summon materia
Spell	Just after saving the train in North Corel	All 21 Spell materia
Summon	Prize for winning sequence in submarine	All 16 Summon materia
Command	Prize for winning sequence in Fort Condor	Master the following materia: Manipulate: Morph, Deathblow, Sense, Mime, Throw, Steal

### STORY MATERIA

In addition to the Fab Five, there are two other kinds of materia—Black and White—that you'll encounter in your adventures. These materia play important roles in *Final Fantasy VII*'s storyline. The White materia appears after Aeris' encounter with Sephiroth. It will be needed to stabilize the planet once and for all. The Black materia is used by Sephiroth to summon a killer meteor and the horrific Red and Emerald Weapons. You'll learn more about these special items in Chapters 5 through 11.

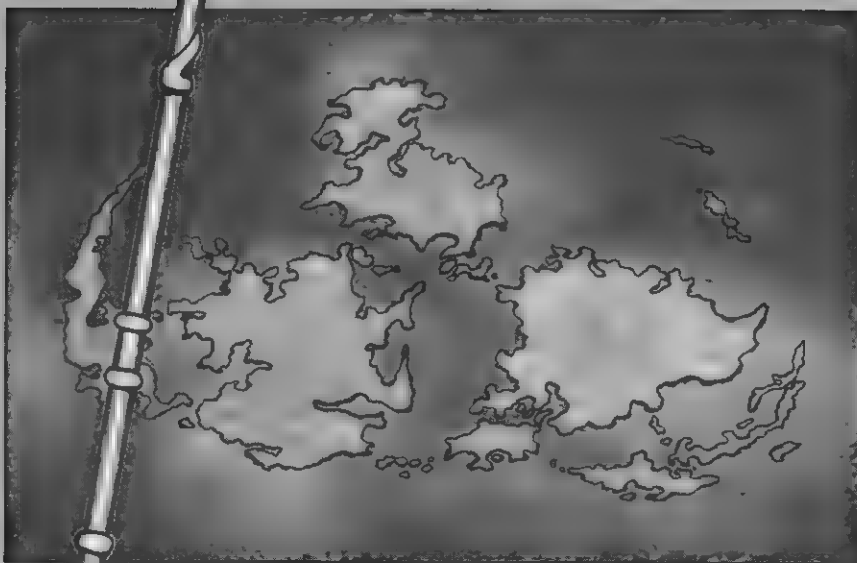
**TIP** Important parts of the *Final Fantasy VII* plot revolve around winning the four Huge materia, but you don't need them to win the game. In addition, another way to receive three Master materia is to defeat the Emerald Weapon very late in the game. See Chapter 10 for tips on this.





## CHAPTER IV

# Combat Essentials



**M**onster encounters are action-packed sequences that play out in real time. Encounter is a polite word for flat-out, no-holds-barred clashes of brute strength and magic. You must make quick, precise decisions about what you want each character in the skirmish to achieve. Sit on your hands and you're toast in no time! These monsters don't believe in taking turns or playing fair, and they don't understand compassion, tolerance, or reason.



This chapter divulges smart approaches to combat, looks at strategies for positioning your heroes and dealing with monsters, and explains limit breaks and enemy skills.

## Preparation

Except for safe havens like towns and save points (and when you're riding a chocobo), monsters will attack your party randomly and without warning. There are also many predetermined encounters with high-level bosses and game villains; these usually occur at pivotal points in the game. When combat begins, the action's fast and furious, and there's no time to relax. Intelligent preparation for combat is essential. You must make wise choices about which heroes to include in your party and how to defend them. Especially in the later battles, preparation is crucial if the party is to survive the inevitable fights.

## Party Favors

Monsters love to attack weaponless, defenseless heroes. After you buy or find a nifty weapon, equip it immediately. The same goes for loading materia; equip every available slot with materia. Idle weapons and materia are of no help during the heat of battle. You've been warned.

Use the Item menu before combat to rearrange items by category and quantity, since you will retrieve many items over the course of the adventure. A smart item sort will make finding that crucial object a breeze during a melee. Keep important items like potions and ethers at the top of the menu.

Remember that some of the best weapons and armor contain no materia slots. Consider whether the greater damage and protection offered by these offsets the loss of magic. Some weapons and armor do not allow you to accumulate ability points when you wear them. Other weapons and armor grant you double ability point gains, and some rare ones bestow triple gains.



**TIP** Once you have gained the PHS ability, you can switch team members at any save point. You can easily transfer materia from inactive heroes to the active party. If you find that a set party will be adventuring together for a while, consider removing all materia from idle heroes so that the materia can be accessed by the current party.



**NOTE** See Appendix B for more information on weapons, armor, items, and accessories.

Don't forget that weapons, armor, and accessories are available all over the game world. When you enter a new town, always check shops for affordable equipment upgrades. Retrieve every weapon, armor, or accessory lying around or tucked away in special hiding places. Since equipment does not deteriorate with use, sell weaker or duplicate gear for gil. Keep in mind that it's a good idea to have a range of weapons on hand to meet different needs. Keep a double-materia-growth weapon with few slots for when you're trying to raise materia levels and a normal-materia-growth weapon with many slots for use during big fights.

## The Front Line

Get your party ready for battle ahead of time. Using the Order command on the Main menu, you can determine the order of your three heroes. You can have a hero stand in the "rear rank," where they are less likely to be hit, by selecting their picture and sliding it to the right. Monsters usually attack party members standing on the front line only. So place the strongest and best-protected characters in the two front slots. Keep the remaining, weaker character in the rear rank, out of harm's way.

Place characters with the highest Dexterity on the front line. Characters with high Dexterity have better chances of attacking first. If they're equipped with materia that cast sleep, paralyze, or other debilitating conditions on monsters, the other heroes can get in some free shots.

Most weapons are considered "short-range" weapons, which means that they cause less damage when wielded by heroes standing in the rear rank. Characters with short-range weapons also cause less damage when they attack monsters in the rear of the enemy party. Barret, Yuffie, and Vincent are the only heroes who have access to long-range weapons, which also allow them to hit airborne monsters without incurring a penalty. (Refer to Appendix B to see which weapons are considered long-range.)

## The Heat of Battle

Are you ready? All right, soldier—it's time to rock 'n' roll!

When battle begins, the scene you were looking at swirls away and is replaced by a battle scene. On one side are your heroes, arrayed for battle. On the other side are their



wicked opponents. At the bottom of the screen you will see each hero's current and maximum hit points, current and maximum magic points, and several gauges. The following sections cover what these displays mean, explain everything you need to know about combat, and give you some important strategy pointers.

## Time, Time Limit, and Barrier Gauges

There are three basic categories of gauges on the combat screen that you'll need to constantly evaluate. Gauges are display bars that "fill up" as combat rages on screen.

- **Time gauge:** This gauge fills at varying rates, filling faster the higher the character's Dexterity. When the Time gauge is filled, the character can take a combat turn. A small arrow then appears over the character's head and a combat menu appears.
- **Time Limit gauge:** The Time Limit gauge rises every time a monster does damage to the hero. Think of this as the character's anger meter. Once the gauge is full it starts flashing red. The hero can then unleash a special attack, called a *limit break*. You'll learn about limit breaks later in this chapter.
- **Barrier gauges:** These two gauges (melee barrier and magic barrier) are empty until a hero casts a spell to fill one or both of them. The melee gauge indicates that a barrier to physical attacks has been erected; the magic gauge indicates that a barrier against magical attacks has been erected. Over the course of battle, these barriers will empty as the hero absorbs physical or magical punishment, respectively. Think of these gauges as indicators of how strong the hero's "shields" are. Both gauges empty when combat is over, no matter how full they were.

## Surprise, Surprise

In some encounters with *Final Fantasy VII*'s monsters, you may surprise them or they may surprise you. The surprising party gets a free attack round before normal combat commences. Breathe a sigh of relief when you surprise the beasts. Unfortunately, you can never surprise a boss.

When you surprise a party of strong monsters, take that free attack round and see how much damage you can inflict. If you can finish off a monster or injure several severely, you can continue combat with confidence. Otherwise, be ready to use healing spells and items.

## Combat Moves

A hero's Time gauge must fill to the maximum before they can make a move in combat. When the Time gauge is filled, you will be given a choice of the action you want that hero to take. The most common actions—and the only ones available at the beginning of the game—are Attack (attack with your weapon), Magic (use a materia), and Item (use an item from your inventory.) As time goes on, your heroes may acquire a variety of additional combat commands, depending on the configuration of characters.



**TIP** *If more than one party member is ready to attack, you may wish to switch from the currently highlighted hero to another.*

When given a combat move, do not hesitate! Select the action you want to take immediately. You can select which monster you want to attack by placing the pointing hand icon on that monster.

Many times, you can initiate all three heroes' battle commands before the monsters take a single swing.

During battle, frontline party members may start to weaken. Use the Order command on the Main menu to send a battered hero to the rear. Of course, not every character can be in the back, so be careful when using this command. It may help one character but subject an even weaker character to frontline fire. Return the stronger hero to the front line when they're healed up.



**TIP** *A number of items can be hurled at the enemy with damaging results by using the Item command. Heroes can also use healing or restorative items on themselves or on their companions during battle. Using items does not cost magic points, and they can be an effective alternative to using materia.*

Of course, no matter where you place weaker party members, they're not immune to monster spells. In a tough battle, you may wish to sacrifice a weakling in front. This may buy an additional turn or two for your stronger heroes to win the day. There are items and spells which can then revive expired characters.



When you're outgunned, discretion is the better part of valor. Make what generals politely call a "strategic withdrawal" and run for it! There's no shame or game penalty for running from combat. However, fleeing gives the monsters free whacks at your unprotected backsides.

Running is not always an option, especially when you're surrounded. However, you can always run when you surprise monsters.

When you attack a monster, a hit points number appears above the monster. If the numbers are white, this indicates the damage your hero is inflicting on the monster. However, if the numbers are green, your melee or spell attack is having the opposite effect and is actually healing the monster! Also, certain monsters can successfully dodge melee attacks. Other monsters take no damage at all from melee attacks, and you must use magic attacks to destroy them.



**TIP** *There are several types of damage in Final Fantasy VII, depending on the source. These types (or "elements") of damage include fire, wind, earth, gravity, lightning, holy, and water. Some monsters are immune to certain elements—the Joker, for example, cannot be hurt by earth attacks such as those created by the Earth materia. Other monsters are particularly vulnerable to certain elements. Take a look at Appendix A to learn how you can hit some monsters where it really hurts.*

At times, the best defense is a good offense. Resist the urge to pummel monsters in combat with offensive spells and items only. Sure, it looks cool to watch those awesome spells wreak havoc on monsters, but if you ignore the hero's healing and defensive needs, the monsters will have the advantage. In a combat where you clearly dominate, though, feel free to smash away.



**TIP** *Rather than using the attack command, you can also have a hero defend. Heroes in defend positions sustain less damage in combat.*

Be careful. As your party gains strength, experience, and more powerful spells, so do the monsters you face. Certain monsters can destroy your entire party with just a spell or two, or they can do something devious such as putting everyone to sleep. Always assume that the monsters' arsenal of tricks is at least as big as yours. To conserve magic points, have your heroes attack with



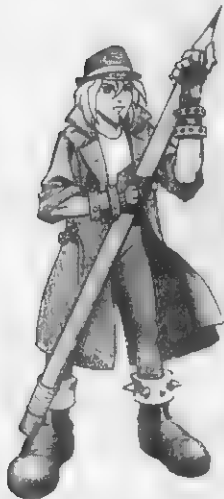
**TIP** If the real-time combat pace proves too fast or too difficult for you, disable it partially by selecting *Wait* from the *ATB* option in the *Configuration* menu. From then on, time stops while you're selecting magic or items in combat.

magic items. In essence, you will be casting spells without wasting any precious magic points.

If your party includes heroes with high levels of *Dexterity*, cast spells that debilitate the monster enemies (*Seal*) or provide a protective barrier around the party (*Barrier*). After that, your strong warriors can hack and slash to their hearts' content without fear of retaliation.

## Target Practice

In battle, all monsters make inviting targets, but all monsters are not created equal. Being choosy will make battle time easier. These strategies will help you hone your targeting to a fine edge.



**NOTE** A monster can attack with the same strength whether it has one or thousands of hit points remaining.

- **Focus your attack:** Monsters normally attack in groups, making them much harder to defeat. If you face three monsters at once, zero in on one until it's monster mash. Now, only two are beating up on you and the damage your party's taking is lessening. Continue in this way until you are victorious.

- **Cut down healers first:** Concentrate your attacks on monsters that heal their buddies. Unless you can take out a monster with a single blow, the healers will undo all of your handiwork.
- **Double pump:** Every combat move requires a target, indicated by the pointing hand. If you just want to melee attack any monster, press *Enter* twice in quick succession, or simply hold down the *Enter* key. This will target the closest monster.

Do the same for the other two heroes. If the first or second hero wipes out the closest monster, the third hero will automatically attack the next-closest monster.



- **Watch your range:** Whoosh! This is the sound of a weapon missing a target. The range of a weapon determines how far it can reach. Attack rear-positioned monsters with long-range weapons.
- **Put out fire with water:** Casting fire spells on fire monsters does no damage, but dousing a fire monster with a water spell yields a rather satisfying damage total. Always watch carefully to see what effect your spells have against certain monsters.

## Status Changes



**TIP** Except in a few cases, status changes do not affect a hero's attack. Fortunately, nearly all status changes vanish when the current battle is over. Some, like Sadness, do remain and carry over into the next combat encounter unless cured with an appropriate item or spell.

Monsters have quite an arsenal of special attacks that produce what are called *status changes* or *status ailments*. Status changes are detrimental and affect the condition of your heroes. They can be quite a problem. There is nothing more gut-wrenching than to see an entire party become paralyzed,



**WARNING** If a monster casts a *Death Sentence* spell on a hero, try to finish off the monster quickly before the spell goes into effect.

confused, or turned into frogs! Even more disgraceful, confused heroes sometimes attack their own friends.

There are various status ailments, ranging in severity from annoying all the way to truly frightening. When a character is affected by a status change, it's best to dispel it if there's any chance the monsters will gain the upper hand. There are various spells and items that can dispel status ailments—the Remedy item is an especially useful one.

## Limit Breaks

Each hero begins *Final Fantasy VII* with a potent talent called a *limit break*. The limit breaks are different for each character. They're mainly superpowerful attacks, but some limit breaks can also be used for healing. Limit breaks become available after a hero

sustains a fixed amount of damage—in effect, they’re a reward for taking damage. There are four levels of limit breaks. Most heroes can gain two limit breaks in Levels 1 through 3, and one ultimate limit break in Level 4.



**TIP** *The good news about limit breaks is that using one expends absolutely no magic points. The bad news is that the limit break gauge completely empties if a character is defeated in a particular combat round.*

If a particularly difficult combat is coming up, have your most robust heroes take punishment from monsters on purpose, just to fill up their limit break gauges. Then refrain from using the limit breaks until the hero needs it most.

Be aware, though, that a hero's who's built up to a limit break can't use any normal attack moves until using the limit break first. Consider other options to avoid using a limit break, such as healing others, using items, defending, or casting magic. Wasting a limit break on a wimpy monster seems silly when the next monster you'll face might be a tough boss. On the other hand, there's nothing more satisfying than having three heroes pummel a boss with their limit breaks on their first combat turn.

Raising limit break levels is straightforward: simply use limit breaks in combat as much as possible. If you are victorious in combat, the hero will eventually advance toward the next level. The higher the break level, the more battles the hero needs to win to advance to the next level. As a general rule, gaining a new limit break level requires that the hero kill between 60 and 80 enemies. To move to Level 2, the hero must use the Level 1 limit break attack four to eight times. The most devastating limit breaks are at Level 4. They are learned from special manuals that you must purchase, win, or find for each hero. To reach Level 4, the hero must gain and use the Level 3 limit break and then find the appropriate Level 4 limit break manual.

Remember—most heroes must learn two breaks on each level—a total of six—before they can earn their level 4 limit manuals. (Vincent has only one break per level, so he only has to learn a total of three limit breaks before he can use his level 4 manual. Cait Sith doesn't have a limit break manual.)

Here's a description of each hero's Level 4 limit break and how to acquire the manual.

**Cloud** Omnislash is a massive multiple attack that finishes with a devastating sword slash. Earn the manual by exchanging the 32,000 battle points you gain from a single visit to the Gold Saucer's Battle Square.



**TIP** *Once a hero has earned more than one break level, you can choose what limit break you want them to use. Since all limit breaks have a different effect, sometimes a lower-level limit break is the right one to use in a particular situation. Note that you cannot change break levels during combat. Use the Limit option on the Main menu between battles to change the limit break level available for the next combat. By the way, when you change a hero's break level, their limit gauge resets to empty.*

**Barret** Catastrophe fires a light beam at all enemies and causes tremendous damage. The manual is given by the grateful woman wearing a hat if you save North Corel from the train.

**Tifa** Final Heaven causes huge damage to all foes. Earn the manual by playing this tune on her Nibelheim piano: Do (cancel), Re (switch), Mi (menu), Fa (ok), So (Pgup/Pgdown+cancel), La (Pgup/Pgdown+switch), Ti (Pgup/Pgdown+menu), Do (Pgup/Pgdown+ok), Do Mi So (C) (Dir Key ↓), Do Fa La (F) (Dir Key L), Re So Ti (G) (Dir Key ↑), Mi So Do (C) (Dir Key C). It may take more than one try.

**Aeris** Great Gospel restores all heroes' hit points and magic points and makes everyone invulnerable for a short time. Visit the sleeping man in a cave southeast of Midgar. When you have fought more than 600 battles and the last two digits of the number of battles you've fought are the same (88, 177, 2344, etc.), he will give you a piece of Mythril metal. Take this to the blacksmith near the Gold Saucer, and open the smaller of the two chests to find the manual.

**Red XIII** Cosmo Memory is a huge flare that hits all foes for enormous fire damage. Open the safe in the Shinra mansion in Nibelheim to find the manual.

**Yuffie** All Creation creates a humongous light beam that devastates all enemies. After the submarine quest, return to Wutai and defeat the five members of Yuffie's family in Godo's Pagoda to earn the manual.

**Cait Sith** None

**Vincent** Chaos is a demon skull attack on all foes; any surviving enemies are hit for special damage. Talk to Lucrecia at the waterfall lake. Visit Lucrecia again just before you are ready to descend into the Northern Cave (Final Dungeon) in order to find the manual.

**Cid** Highwind is a missile barrage that strikes all enemies over and over. Open the treasure chest on the sunken Shinra plane to find the manual.

## Enemy Skills

Equipped with an Enemy Skill materia, a hero can learn up to 24 skills, or special attacks, from enemies during the heat of battle. Each enemy skill costs magic points to use. The monsters must direct these skills against the hero while the hero has the Enemy Skill materia equipped. It's best to learn these skills during easy battles.

In some cases, you may first have to control a monster with the Manipulate materia in order to learn a desired skill. Take control of the monster, and then have it attack the hero who has the Enemy Skill materia.

Enemy Skill	Who to Learn From
<b>EARLY IN THE GAME</b>	
"????"	Jerseys that roam the halls of the Shinra mansion in Nibelheim
Aqualung	Harpies near the Gold Saucer and in the Corel desert area
Beta	Midgar Zolom in the swamp near the chocobo farm
Big Guard	Beach Plugs that live on the shores of the Gongaga area
Chocobuckle	Chocobos in the field near the chocobo farm
Death Force	Adamantimals on the shore of the Wutal area
Death Sentence	Bound Fats in Zango Valley
Flame Thrower	Ark Dragons flying around in the Mythrill mine
Frog Song	Touch Mes in the forests in the Gongaga area
L4 Suicide	Mus that live in the field around the chocobo farm
Laser	Death Claws in Corel prison
Life	Monster you fight in the Forgotten Capital
Magic Hammer	Razor Weeds in the Wutal area
Matra Magic	Sweeper Customs just outside of Midgar City
Trine	Materia Keeper boss that you fight in the Nibel mountains
White Wind	Zemlezzett you manipulate near Junon
<b>MID-GAME</b>	
Behemoths	In the area below Midgar

*(continued on next page)*



(continued from previous page)

### Enemy Skill

### Who to Learn From

Trine	Stilves in Gaea's Cliff
Bad Breath	Molbors on the outside ledges of Gaea's Cliff
Magic Breath	Stilves in Gaea's Cliff
Goblin Punch	Goblins found on Goblin Island and Round Island
Shadow Flare	Ultimate Weapon during the final battle

### NORTHERN CAVE (FINAL DUNGEON)

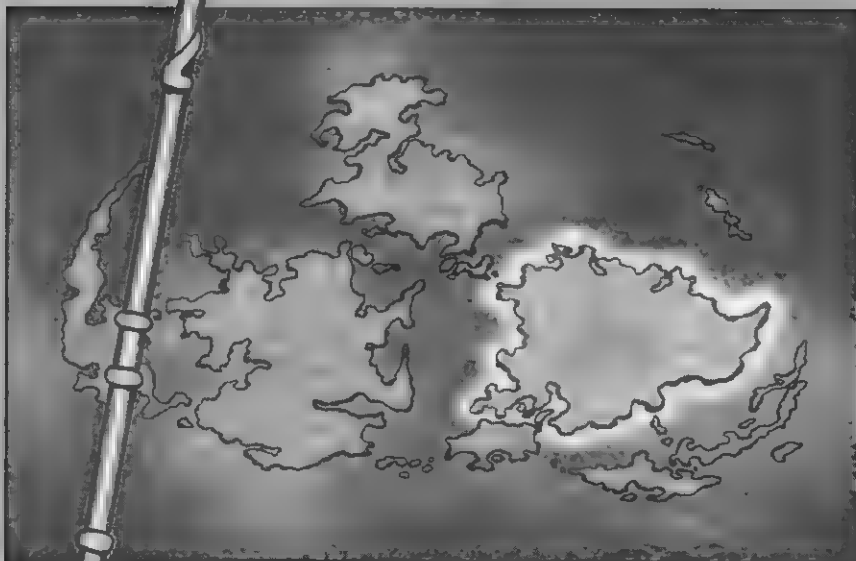
Dragon Force	Dark Dragons
L5 Death	Parasites
Shadow Flare	Dragon Zombies
Angel Whisper	Pollen Salitas
Roulette	Death Dealers
Magic Breath	Parasites
Pandora's Box	Dragon Zombies

Some enemy skills are similar to materia spells that you may already have available to you. But several enemy skills are especially interesting, and you may want to go after these to supplement your spells.

Enemy Skill	Cost	Effects
Angel Whisper	50 MP	Hero brought back to life if dead; relieves any status ailments; dispels any bad effects; HP restored to the amount shown during the skill's use
Bad Breath	58 MP	Inflicts multiple status ailments upon all enemies, including Confusion, Frog, Shrink, Mute, Poison, and Sleep
Big Guard	56 MP	Has the same effect as casting Haste, Barrier, and MBarrier on all your heroes
Magic Breath	75 MP	Rainbow orbs hit all foes for fire, ice, and lightning damage
Pandora's Box	110 MP	A star field and question mark appear; hits all enemies for physical damage
Shadow Flare	100 MP	A black flare hits a single opponent for super magic damage
White Wind	34 MP	Each hero regains lost HP and their status ailments are dispelled (the amount of HP recovered depends on the current HP of the casting hero)

## CHAPTER V

# Midgar



**M**idgar, the planet's capital city and Shinra's home base, is an enormous floating city made up of eight sectors. Shinra, Inc. rules Midgar with an iron fist. The well-to-do flourish here, while the downtrodden live outside the city in filthy slums. As testimony to Shinra's technical wizardry, gigantic energy reactors produce massive amounts of mako, a vital energy that's now produced for evil purposes.



To combat Shinra's ruinous treatment of the planet, Cloud and his Avalanche rebel comrades take Midgar by storm. The rebel heroes blow up energy reactors, slosh around sewers and slums, and infiltrate the very heart of Shinra's power base. Whew! The heroes barely have a moment to catch their breath.

## Mako Reactor No. 1

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	6 (Cloud's starting level)
Landmark(s)	Outside Midgar Mako Reactor No. 1
Earlier Development(s)	Fire up <i>Final Fantasy VII</i>
Goal(s)	Blow up Mako Reactor No. 1
Save Point(s)	Just before you reach the reactor core and meet the first boss

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"Let's go, newcomer! Follow me!" calls Barret, the Avalanche leader, after Cloud does a backflip off the train. With those fateful words, *Final Fantasy VII* begins.

Search the bodies of the unconscious guards on the platform. Run north to catch up with Barret and the other rebels: Jesse, Biggs, and Wedge.

**NOTE** For an explanation of the information in the Advance Intelligence Reports and Boss Buzz tables, see the Introduction at the beginning of this book.



### WHAT'S IN A NAME?

*Final Fantasy VII* allows you to create a custom name for each hero when they first join the party. You can name your characters after friends, family, fictional characters, or famous people. This book refers to the characters by their default names.



**TIP** Be sure to grab hold of steep stairs, ladders, ropes, vines, and other climbing places before moving up or down.

Your first encounter with Shinra thugs! Fortunately, Cloud starts the game at Level 6, with the Bolt and Ice spells in his repertoire. The Shinra guards don't do much damage and are easily overcome. Head west at the end of the platform. Move north, and meet the rebels outside a locked door.

After the first door is unlocked, enter the reactor. Follow and talk to your new comrades as you infiltrate the reactor's core. Go east, north, and then west beneath an overhang and through a door to a catwalk. Head west on the catwalk and then north at the intersection.

Have the rebel at the access panel open the door to the north. Do the same at the next door to the west. Walk through the door and head east, and then head north into the elevator. Flip the switch by examining or searching it. Exit the elevator, descend three lengthy, connected stairways, and then go straight through the door at the bottom.

Jump over the crack in the catwalk, climb down the ladder, proceed south, climb down another two ladders, and head south onto a large pipe. Push on west along the pipe, and then go down yet another ladder.



**TIP** When questing in indoor environments, you can save the game only while resting on a spinning save point. Be sure to consult the Advance Intelligence Reports for the exact locations of indoor save points. Once you're outdoors later in the game, you can save anywhere.



Breathe a sigh of relief. There's the first twirling save point! Step up to it and save the game using the Save command that now appears on the Main menu.

From the first save point, run east along the catwalk to a dead end. Heal up with Cure potions, refresh Cloud's magic points, and then set the bomb. Uh oh! Now your first fight with a boss begins. Guard Scorpion is a terrifying robotic machine.

#### **GUARD SCORPION**

**HP** 800

**MP** 50

**Best Attack** Magic

**Remarks** The Scorpion's targeting scope is impotent, but it tells you whom he will attack next. Do not attack when the boss shakes. Equip Barret's new gun after the battle.

**Rewards** Prize: Assault Gun

**EXP: 100**

**AP: 10**

**Gil: 100**

With this boss dispatched, you've reached the first of *Final Fantasy VII*'s many action sequences. The heroes have only 10 minutes to leave the sabotaged reactor before the bomb explodes. What are you waiting for, a handwritten invitation?



#### **DASH FOR THE REACTOR EXIT**

*Relax! Even though the clock counts down as you fight your way out of the reactor, you should have plenty of time. To reduce the number of random monster combats on the way out, run, rather than walk. Use this technique anywhere indoors in Final Fantasy VII to reduce the frequency of monster encounters. (On ladders and in chutes, your speed of movement cannot be altered.)*

Retrace your steps to the room you first entered from the railroad tracks. Be sure to follow the rebels as they head for the exit. You may wish to use the catwalk save point again. You must speak to every rebel—especially the one at the top two ladders and the one just outside the elevator. Just before the exit, rescue the fallen rebel.

Boom! With billowing smoke and flying shrapnel at your backs, you escape the exploding reactor. The rebels emerge in a caved-in passageway. Next, the rebels blow a hole in a wall and split up, but not before promising to hook up with Cloud later at their hideout. Climb the stairs, alone, into Midgar proper.

## An Encounter with Aeris

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	7
Landmark(s)	Midgar's Central Square
Earlier Development(s)	Blew up Mako Reactor No. 1
Goal(s)	Meet Aeris for the first time
Save Point(s)	None

Cloud accidentally bumps into Aeris, an angelic-looking girl selling flowers, as she brushes reactor debris off her body. Aeris quickly departs. Walk south to the city square to just below the gigantic clock tower.

Head south again to a major crossroads. Don't panic when Shinra guards completely surround you. You can choose to fight them or not. If you choose to fight, expect several encounters. No sweat! For now, Shinra guards pack little punch; they normally fall with a single slash from Cloud's Buster Sword.



**TIP** When Cloud moves through Midgar, the wide-angle, third-person viewpoint makes him difficult to locate on the screen at times. For this and similar graphic situations, like when Cloud disappears behind a building, activate the finger-icon cursor. This command also displays red and green triangles that show every ladder, exit, and entrance in the game.

Whether he fights or not, Cloud jumps off the bridge onto a passing train and reunites with Avalanche. Walk south to the next car. Enjoy the news video of your handiwork at the reactor. Accept Barret's invitation to accompany the rebels to their base.

After exiting the train, proceed west and then north. Use the save point. Move south and west to one of Midgar's distressing slums.



## Tifa's Seventh Heaven Bar

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	8
Landmark(s)	South of Midgar
Earlier Development(s)	Blew up Mako Reactor No. 1
Goal(s)	Meet Tifa and plan a raid on Sector 5 reactor
Save Point(s)	2nd floor of the tall building southeast of Tifa's bar
Inn	10
Item Shop	Yes
Materia Shop	Fire (600), Ice (600), Lightning (600), Restore (750)
Weapon Shop	Iron Bangle, Assault Gun (Barret)

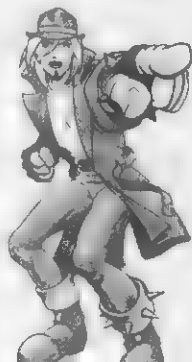


**TIP** Don't be shy. Talk to everyone in order to collect valuable clues throughout the game, not just in Midgar!

With a burst of machine gun fire, Barret clears out the Seventh Heaven Bar, owned by fellow Avalanche member Tifa. Before entering the bar, browse around town. This slum has the first of the many materia shops in *Final Fantasy VII*. The money you earned during the reactor escapade should allow you to purchase some

materia. Remember, unless materia are inserted into weapon or bangle slots, they are useless.

In the bar, Tifa, a childhood friend of Cloud's from Nibelheim, jumps for joy and enthusiastically joins the party. Barret frolics with his lovely daughter,



**TIP** What do you do if nothing seems to be happening in a scene? For example, Cloud awakes alone below Tifa's bar. Now what? Since the hideout has just a single exit, take it to find the rebels upstairs. Talk to everyone, or try to leave. Normally, this triggers something and gets the action rolling again.

Marlene, who he had left with Tifa for safekeeping. Barret descends to the hidden rebel base below the bar. Join the rebels there by taking the pinball machine/elevator.

Go upstairs, where Tifa soon joins you. She and Cloud converse fondly about their younger days in Nibelheim and relive their most tender moments in a flashback.

Barret arrives and pays you 1,500 gil for your bravery. Awesome! After a good night's rest, you awake alone in the hideout.

### FORCED EVENTS AND CUT SCENES

The flashback is one of many so-called forced events in *Final Fantasy VII*. These cinematic mini-movies, or "cut scenes," appear at important moments in the story. During some of these scenes, you may not have control over the characters. You must pay close attention to these scenes, though, to understand *Final Fantasy VII*'s continuing storyline and discover vital clues about what you should do.

Some of these events are interactive. You may need to perform a certain action or talk to other characters for the flashback to continue.

If you always keep the finger-icon cursor on, it will disappear during a cut scene. It will then reappear when the cut scene is over, which signals that you have regained control over the heroes.

Go back up to the bar. Barret explains the materia magic system to Cloud. A new command appears on the Main menu, allowing you to manipulate materia. Cloud had one materia in his inventory, a green Cure, because his weapon has only two slots, which are filled with Ice and Bolt materia. When the party re-forms, give the Cure materia to Tifa or Barret. No sense having idle materia! The handy All materia is available for free at the Beginner's Hall on the tall building's second floor.

At this juncture, you may wish to save your game at one of the two nearby save points, east and north of the town center. (Also, you may want to find and read the Turtle Paradise newsletter, posted on the second floor of the tall building southeast of Tifa's bar.) Return to the train station and board the train with the others. Once the

train starts and the timer appears, move south through the cars until you see Tifa and Barret jump off the train. Do the same.

### TURTLE PARADISE NEWSLETTERS

Six little newsletters are scattered throughout the *Final Fantasy VII* world. Find and read them all, and then head for Wutai's Turtle Paradise bistro. The bartender will then have some power-ups for your heroes (Power Source, Guard Source, Magic Source, Mind Source, Speed Source, Luck Source, Megalixer). Here's where to find all six newsletters:

- Floor 2 of the tall building southeast from Tifa's bar in the Midgar slums
- Floor 1 of Shinra Tower next to the elevators
- "SHOP" sign in Gold Saucer's hotel
- Tiger Lily Arms Shop in Cosmo Canyon
- Floor 2 of Cosmo Canyon Inn
- Outside the door on the bottom floor of Yuffie's Wutai house after ending her optional quest

You land in a filthy underground tunnel. Move north to find the tunnel's exit just west of an impassable, electric barrier. Move south, and you'll eventually discover several Shinra guard stations. Here's where the guards will attack time and again. The battles let you build experience and raises levels, which Cloud and party need at this point, but there's no save point nearby, so be careful.

## Sector 5 Reactor

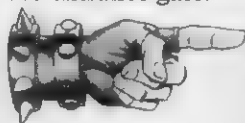
Now it's time to blow the Sector 5 reactor. Find a series of three ladders, climb down them, and then down another short ladder at the west end of the next chamber. Scoot north past the guard, go west down another ladder, and circle the catwalk to a welcome save point. Scale the ladder to reach the reactor core. Slide down the chute. Head west to



**WARNING** *Whenever you acquire and equip new weapons or bangles, make sure every available slot is filled with materia. A materia slot is a terrible thing to waste.*

the bottom of three stairways. (Look familiar? Apparently, all the mako reactors have similar designs.) Head for the dead end.

After setting the explosive, head for the elevator. (No timer this time!) The exit room is different in this reactor. Go through the chute to a control panel with three stations. Press the panel along with Tifa and Barret to open the entrance gate.



#### **ACTIVATING THE CONTROL PANEL**

*To hit your panel at the same time Barret and Tifa hit theirs, wait until just before they raise their arms before raising yours.*

Go through the opened gate, save the game if you wish, and then head west and then north. At the T-shaped catwalk intersection just ahead, Shinra guards block the exit, and suddenly Shinra's president shows up. After he expresses displeasure with your antics, a company chopper whisks him away, leaving behind a sinister hydrofoil-like machine named Airbuster. Here comes your second boss fight!

#### **AIRBUSTER**

**HP** 1,000

**MP** 0

**Best Attack** Melee, electrical attacks

**Remarks** Boss turns to face whoever hit him last

**Rewards** Prize: Titan Bangle

**EXP:** 180

**AP:** 16

**Gil:** 150

The boss shudders and explodes, leaving a gaping hole in the catwalk. Cloud tries to hold on for dear life but plummets into the fiery inferno of the exploding reactor.



## The Church

Cloud awakens in a dilapidated church while Aeris serenely picks flowers nearby. Be very nice to her and she will join Cloud, her newly appointed bodyguard. She comes with no materia, though.

Shinra bully Reno and a group of Shinra guards menacingly approach the pair. Aeris breaks away. Follow her. Advance north once more to an ornate chapel, and then jump east to the bottom of the staircase. Climb the staircase, and then head west along a wooden walkway. Cloud leaps over a break in the walkway, but Aeris loses her balance because of enemy gunfire and falls to the floor.



**TIP** Now that Aeris has joined the fighting, move her to the rear combat position to protect her from direct frontal attacks.

Cloud climbs up the stairs to a wooden lattice high above the chapel. Aeris must fight the pursuing guards, unless Cloud successfully knocks them down with the barrels hurled from his lofty position. Don't fret, though, these enemies are wimps. Aeris eventually makes her way up the steps to Cloud.

Atop the church, scramble up the second beam to the west and leap through the hole in the roof. Descend west over the rubble. Go west to a save point, and then enter the slum to the west and north. The portal to the west into Sector 6 is well guarded and impassable for now.

## Aeris' House

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	9
Landmark(s)	Midgar Sector 5
Earlier Development(s)	Met, recruited, and rescued Aeris in the church
Goal(s)	Rejoin Avalanche
Save Point(s)	Outside Aeris' home



<b>Inn</b>	<b>Free (2nd floor of Aeris' house)</b>
<b>Item Shop</b>	<b>Yes</b>
<b>Materia Shop</b>	<b>Fire (600), Ice (600), Lightning (600), Restore (750)</b>
<b>Weapon Shop</b>	<b>Titan Bangle</b>

With Aeris in tow, proceed through the slum west and then north to her house and garden. Just outside the front door is a save point.

After meeting Aeris' foster mother (Aunt Elmyra) and getting a good night's rest, sneak downstairs. Walk—don't run—along the banister outside your room. Otherwise, Aeris will make you go back to bed. Climb the steps outdoors to the garden, and grab the Cover materia that sits in plain view.

Leave town, and go west to the formerly blocked west exit. Aeris will be there waiting for you. Work your way north through a dump to a playground. Cloud and Aeris bond. A chocobo-drawn coach heads east, and so does Aeris. Follow her. Proceed north, and enter Wall Market.

## Wall Market

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### ADVANCE INTELLIGENCE REPORT

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<b>Recommended EXP Level</b>	<b>9</b>
<b>Landmark(s)</b>	<b>Midgar Sector 6</b>
<b>Earlier Development(s)</b>	<b>Rescued Aeris and went to her house</b>
<b>Goal(s)</b>	<b>Dress up with various fashion accessories and rescue Tifa from Don Corneo</b>
<b>Save Point(s)</b>	<b>Several</b>
<b>Inn</b>	<b>300</b>
<b>Item Shop</b>	<b>Yes</b>
<b>Materia Shop</b> <i>After Sector 7 destroyed</i>	<b>Fire (600), Ice (600), Lightning (600), Restore (750), Cover (1,000)</b>

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Weapon Shop

Mythril Rod (Aeris), Metal Knuckle (Tifa), Assault Gun (Barret), Titan Bangle, Mythril Armlet

After Sector 7 destroyed,  
obtain from man on left

Battery, Sneak Glove (available later in the game)

Wall Market is a notorious market town. Take the east path to a noisy nightclub. Ask the manager, who's hanging out by the club entrance, where to find Tifa. He reports that Don Corneo, a real sleazebucket, is holding Tifa in his extravagant mansion north of town.



**TIP** Many shops have more items than appear on the selection screen. Be sure to scroll down to uncover other available items.

The mansion is a quick trip north. When you get there, the mansion guard informs you that only females are allowed inside. Aeris suggests you try cross-dressing to gain entrance to the mansion.

Head for the apparel shop to the southwest. Once there, the clerk says that only her father, who is out at a local drinking establishment, can fit and tailor a suitable dress. Find the bar directly across from the gun shop and approach the father, who's alone. Respond any way you like to the father's questions concerning what type of dress you want. Return to the apparel shop. Speak to the clerk. The father begins the alterations.



**WARNING** If you sidle up to the tailor, he will dismiss you with a huff. Stand in front of the counter, and then speak to him.

What about your hair? Now you need to find a wig. Enter the gym in the village center. Speak to the gym manager outside the ring. He'll give you a wig if you engage in a squatting contest with the buffed-up weightlifter. You'll get a different wig depending on whether you win, lose, or draw.

Return to the apparel shop with wig in hand. Enter the dressing room. You come out looking like a million bucks! After Aeris changes clothes, return to the mansion. Work it, girl! The mansion guard is impressed by your comely looks and lets you and Aeris pass.

Once inside, go upstairs, through the open door to the west, and then downstairs to a dungeon. There's Tifa! With Tifa back in the fold, rush upstairs through the north door. Depending on what dress and accessories you chose, Don Corneo will select you, Aeris, or Tifa as his new bride.



**NOTE** *No matter what dress, wig, and accessories the "girls" wear or whom Don Corneo chooses, the story will move forward.*

After Don Corneo makes his selection, Cloud reappears, removed from the others, in a room with a television and some lovesick thugs. Keep talking to the man by the television, and then defeat the thugs in two easy encounters.

When you're done, retrieve Aeris from the dungeon downstairs and return to Don Corneo's parlor. Go through the curtains to his boudoir. After you interrogate this sicko, he'll unceremoniously dump you through a trapdoor.

A cut scene shows Shinra brass planning the complete destruction of Sector 7 to rid Midgar of Avalanche once and for all.

The party lands in the Midgar sewers. Don't mind the smell.

## Sewers and the Train Graveyard

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	13
Landmark(s)	Wall Market to the south
Earlier Development(s)	Rescued Tifa from Don Corneo in Wall Market
Goal(s)	Reach Sector 7
Save Point(s)	On top of a train car

Revive Tifa and Aeris just in time to fight a huge boss called Aps.

<b>APS</b>	
<b>HP</b>	2,000
<b>MP</b>	200
<b>Best Attack</b>	Magic
<b>Remarks</b>	Limit breaks come in handy. The boss conveniently injures itself with it's own spells. Have Aeris heal while the others blast away.
<b>Rewards</b>	Prize: Phoenix Down

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EXP: 0

AP: 0

Gil: 0



**TIP** *The party fights ghosts here; they are the first monsters that disappear and reappear during combat. Select the Attack or Magic option, but delay targeting until the monsters reappear so that you have a visible target.*

After defeating the boss, climb the ladder, walk around the corner and down the stairs, turn south, and then head up the stairs and north. Go down into the sewer and then up the stairs. Be sure to pick up the Steal materia on the eastern edge of this chamber. In the next area, jump down the chute. Proceed south, down the stairs, west, up the stairs, east, and then up a ladder. You arrive next to a save point in a train graveyard.

Climb the ladder up to the top of the train car, and then head north and hop onto an iron beam. Go east, then south, and up a ladder onto another train car. Head north. Hop in the train's

engine compartment to move the train out of the way. Move the other train. Next climb onto the eastern train car and then down to the northern part of the yard.

Head west back to the train station. Travel west and north until you're just east of the slum town.

## Sector 7

Tifa suggests there may still be time to save the rest of Avalanche before Shinra toasts Sector 7. Enter the now-open fence and use the save point.

With Tifa, climb up the many sets of stairs to the apex of the power generator. There you'll find Barret and the other rebels in a pitched battle with Shinra forces. Take advantage of the chance to equip or switch materia. Reno, the same Shinra jerk who came after Aeris at the church, jumps out. He programs the generator's controls to blow. You'll have to fight. Barret joins you. When you inflict enough damage, Reno flees like the coward he is.

### RENO

HP 1,000

MP 0

Best Attack Magic

Remarks	Watch out for his paralyzing Pyramid spells. Cast Ice. Break the pyramids by attacking the caged hero.
Rewards	Prize: Ether
EXP: 820	
AP: 25	
Gil: 420	



**NOTE** Throughout most of Final Fantasy VII, fights with Shinra thugs end not with their demise but with them flipping you the bird and jaunting off. You expected a handshake?

After fending off Reno, Tifa and Cloud fiddle with the generator's controls, to no avail. A helicopter appears, carrying Reno and a kidnapped Aeris. (The cad slaps her!) Tifa and Cloud piggyback on Barret, who swings Tarzan-like to safety as Sector 7 goes up in flames.

The remaining heroes recover in the slum playground. Sadly, Avalanche members Jesse, Biggs, and Wedge didn't make it. Barret mourns his fallen comrades. Cloud is alone once again, but not for long, as Tifa and Barret catch up. A valuable Sense materia is yours for the taking.

Return to Aeris' home. Talk to her foster mother, who, on learning of the kidnapping, reminisces in a flashback about how she came to care for Aeris. You can spend the night and heal upstairs.

## Return to Wall Market

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	14
Landmark(s)	Slum playground to the south
Earlier Development(s)	Survived Sector 7 explosion
Goal(s)	Purchase batteries needed to reach Shinra Headquarters
Save Point(s)	Just east of the sushi bar



You must now return to Wall Market. Buy a three-battery set in the gun shop for 300 gil from one of the two blacksmiths (the one not selling weapons). Go north of town, but do not enter Don Corneo's compound. Instead, follow the romping kids east to a dank dead end covered with graffiti. Climb the pipe. Maneuver to the box to the southeast. Insert a battery by examining the box. Above you, a propeller turns. Walk up and over the stopped propeller to another box on the suspended train tracks to the west. Inserting a battery here raises an obstacle. Go over the obstacle and up to a swinging metal wire. Hitch a ride on the wire. After climbing and then descending along a very thick wire, you'll find another box.



### **MAKING LIKE TARZAN**

*Timing is very important. Jump onto the wire just as the wire completes its arc and starts to head back away from you. Do a Tarzan yell to get into the swing of things.*

Power-up the last box with the final battery. Climb down the wire, and go north up the large pipe. You'll emerge outside the front doors of Shinra's Midgar headquarters.

## **Shinra Tower**

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### **ADVANCE INTELLIGENCE REPORT**

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<b>Recommended EXP Level</b>	<b>15</b>
<b>Landmark(s)</b>	<b>Up from Wall Market</b>
<b>Earlier Development(s)</b>	<b>Saved Barret in Sector 7</b>
<b>Goal(s)</b>	<b>Rescue Aeris and rescue and recruit Red XIII</b>
<b>Save Point(s)</b>	<b>Outside front door and on the 64th, 67th, and 69th floors</b>
<b>Inn</b>	<b>Free (Bed on 64th floor)</b>
<b>Accessory Shop</b>	<b>(2nd floor )</b>

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First use the save point outside this monument to Shinra's power. Many difficult melees lie ahead, and there are only two save points inside. Your ultimate goal is to reach the penthouse, 70 floors up.

If you choose Barret's entry plan of attack, get ready for some tough opposition. Take the elevator. (Before you enter, read the Turtle Paradise newsletter posted next to it.) Keep examining the controls to activate the elevator. Eventually, the elevator will stop on the 59th floor, but expect difficult combat stops on the 18th, 27th, 36th, and 49th floors. Between floors, the party can heal up and relax.

If you choose Cloud's plan, you will follow Tifa's lead through a side entrance to the west. You'll have to climb over 50 sets of stairs, but you will not have to fight until you reach the 59th floor.

## 59th Floor

Dispatch the security guards to the southeast. Snatch the key, enter the tubular elevator, and go to the 60th floor. Unless you wish to head back down and out the tower, use only the tubular elevators from now on.

## 60th Floor

Go to the room in the northwest corner. The party splits up. Cloud must exit east and then sneak east to the center of the floor without alarming the guards. Until you do this correctly, the guards will attack over and over again.



### **HIDE AND GO SEEK!**

*Whenever the guards cross in formation, slip east behind the next statue. If you feel really daring, try to cross in one try. The guards on the right are quicker, so look sharp.*

To reconstitute the party once you reach the center unobserved, signal the others to join you. After one last battle, take the east stairway up to the 61st floor.

## 61st Floor

A man hanging around outside the stairway alcove asks you about Aeris. If you ignore him by pretending he does not exist, he coughs up the key to the 62nd floor.

## 62nd Floor

On this floor, search all the shelves in the four library rooms. Talk to the Mayor of Midgar in his office, as well as his deputy, Hart, outside. Give the Mayor the correct answer to his question and receive an elevator key for floors 63, 64, and 65. Just keep inputting answers until you get it right. If you succeed on the first try, you'll receive an



**TIP** *Victory in Final Fantasy VII takes quite a while, even if you follow the most direct and easiest path through every quest. Many places are full of nooks and crannies containing treasures galore. Go ahead and explore these if you are surviving battles and are close to save points or places to heal up.*

Elemental materia. (The Mayor's question is an interesting logic puzzle. If you want, you can pay Hart lots of money for hints.)

### 63rd Floor

While not required to complete the game, solving the puzzle on this deceptive floor can yield three valuable items, including another powerful All materia. You can open only three of the many locked gates you find on this floor.

First head to the top of the screen and open the northeast door. Head west and open the northwest door. Take the coupon. Use the black walkway to reach the room with the second coupon. Exit, and open the left door. Proceed north to the room where you find the third coupon. Return to the computer and redeem any or all of the coupons. Coupon A is good for a Pendant of the Stars, Coupon B is good for Four Slots, and Coupon C gets you an All materia. Now you're one smart shopper!

### 64th Floor

In the room to the southwest, use the save point. If you like, take a healing rest on the bed. You can return for more healing anytime you like. Then it's time to proceed to the 65th floor.

### 65th Floor

Monsters roam this floor, so be prepared. A model of Midgar dominates the floor's center room, but notice that several pieces are missing. Start trying to open the many treasure chests. Most are locked. If you hear a click when you open one, you've received a missing piece of the map. Return to the map room and insert the piece into a broken section.

Placing a piece in the model opens a previously locked chest. Repeat this process several times. Inserting the last missing piece gives you access to the chest in the stairwell, which contains the key to the 66th floor.

## 66th Floor

Need to go? Speed to the bathroom to the northwest. Climb atop the toilet, and enter the air vent. Eavesdrop on the Shinra cronies. Return to the bathroom and follow the ponytailed Hojo, Shinra's head scientist, up the stairs.

## 67th Floor

Keep following Hojo, who looks into a holding tank that contains a strange crimson lion. Cloud peers into another tank containing a horrid genetic abomination. Hojo goes upstairs. You can't follow, so head past the tanks to a save point. Enter the lift.

## 68th Floor

Hojo is again peering into the tank, but this time the tank holds none other than Aeris! The lion appears alongside her. The party confronts Hojo, and Barret forces him to open the tank. The lion leaps for Hojo's throat. Cloud rescues Aeris. The party welcomes the lion, Red XIII. A boss and three guards attack.

### LABORATORY SAMPLES (H0512 AND H0512-OPT)

**HP** 1,000

**MP** 120

**Best Attack** Magic

**Remarks** Concentrate on the boss rather than its helpers.  
When it falls, its helpers do too.

**Rewards** Prize: Talisman

**EXP:** 1,100

**AP:** 35

**GII:** 350

Aeris and Tifa leave and agree to meet the others at the elevators on the 66th floor. Before leaving, grab the Enemy Skill materia that has appeared in the tank. Climb up the stairs just east of the tank, and obtain a key to the 68th floor from the lab technician.

## 67th Floor

After you descend and try to use the 66th floor elevators, Shinra guards capture you and your comrades and place you in holding cells on the 67th floor. Talk to everyone, and then rest. When you wake up, the door to your cell is unlocked, and the guard is



dead. In fact, all the Shinra employees are dead! (Get the feeling Sephiroth was here?) Escape by lifting the dead guard's key. Aeris and Tifa now join Cloud. Head for the penthouse with Tifa and Aeris,.

## 69th Floor

Stop on the 69th floor to use the save point to the south and then run up either stairway.

## Penthouse

When you get to the penthouse, check out the dead Shinra leader. Enter the north door. Outside, talk to Rufus, who's the new president of Shinra, Inc. This cold-hearted villain is unaffected by the brutal death of his dad.

The other characters return to the floor below. Tifa stays behind to wait for Cloud upstairs. Aeris now leads Barret and Red XIII. Change her position to the rear, and have Barret or Red XIII lead. Equip materia for the big fight that's coming up—but don't forget to save some for Cloud—he'll need it soon.

Aeris' party should take the lift to the south. When you activate the elevator and begin to descend, first a huge gun-toting machine (Hundred Gunner) and then a second boss (Heli-Gunner) attack.

### HUNDRED GUNNER

**HP** 1,600

**MP** 0

**Best Attack** Magic

**Remarks** Barret's guns, magic, and long-range attacks only are effective. Lightning works well.

**Rewards** Prize: You get to fight the next boss!

**EXP:** 350

**AP:** 35

**Gil:** 300

### HELI-GUNNER

**HP** 1,000

**MP** 0

**Best Attack** Magic

**Remarks** Lightning is effective.

**Rewards**                      **Prize: Mythril Armlet**

**EXP: 250**

**AP: 25**

**Gil: 200**

The perspective switches back to Cloud. Heal yourself if necessary, equip Cloud with materia if you haven't already done so, and then continue. Rufus will attack you. After taking some damage, Rufus flies off in a chopper.

**RUFUS**

**HP**                              **500**

**MP**                              **0**

**Best Attack**                **Magic**

**Remarks**                **Rufus' gun does about 50 points of damage. He has no magic but is fairly immune to physical attacks.**

**Rewards**                      **Prize: Protect Vest**

**EXP: 240**

**AP: 35**

**Gil: 400**

Leave the roof. Head to the 69th Floor. Tifa is waiting. Save the game.

## Breakout to the Overworld

The other rebels reach the ground floor. Tifa joins them and tells of Cloud's plan to escape. Cloud appears on a huge motorcycle. Terminator, look out! (Of all the visual treats in *Final Fantasy VII*, this is my favorite.)

Once the rebels literally smash out of the tower, re-form the party. Protect the heroes in the truck from enemy cyclists.



### HOG STRATEGY

*Concentrate on the Shinra cyclists who are directly attacking the truck and ignore those who are just whizzing by. Keep careful tabs on the hit points of the heroes. If all fall to zero, the race for freedom is over. Try using your cycle as a wedge, thereby blocking access to the truck.*



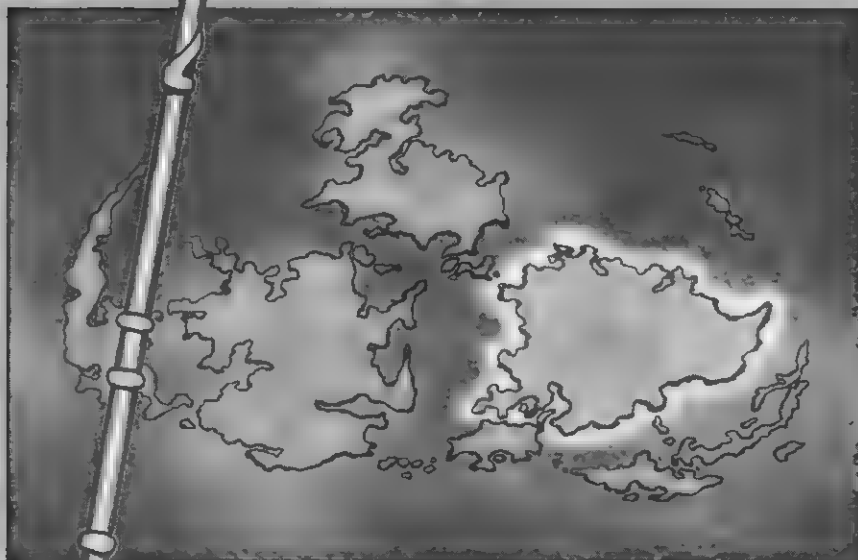
After coming out of a long tunnel, you'll reach a dead end. Here you'll fight Motor Ball, the boss who's been chasing you. The heroes' hit points now reflect all the damage they've taken during the escape.

**MOTOR BALL****HP** 2,600**MP** 120**Best Attack** Magic**Remarks** Use one hero to heal while the others attack.**Rewards** Prize: Star Pendant**EXP:** 450**AP:** 45**Gil:** 350

Finish off this boss and find yourselves outside of Sector 7's main gate. Decide who will be in your group, and then head south. Good-bye Midgar, for now!

## CHAPTER VI

# East Continent



**A**fter the spectacular escape from Midgar, our heroes break out to the great Overworld, the world beyond the dark confines of Midgar. Although the East Continent appears idyllic and serene, appearances can be deceiving. Life for the heroes heats up, and the chase for Sephiroth begins in earnest.



**NOTE** *The Final Fantasy VII world is enormous and fully explorable. It is depicted on the world map that becomes available for your viewing whenever you are outside in the Overworld. Fortunately, while the heroes are trekking around outdoors in the Overworld, you can save the game at any point you like.*

The countryside harbors growing unrest among the people, who now offer aid and comfort to the rebels. Cloud and the gang soon have their first dealings with the giant chickens called chocobos and even join the Shinra army for a time! Eventually, the party finds ocean passage to the Overworld's West Continent.

## Kalm

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	16-17
Landmark(s)	Midgar to the southwest
Earlier Development(s)	Escaped from Shinra HQ in Midgar
Goal(s)	Get Cloud to open up about Sephiroth; Get the PHS ability from Tifa
Save Point(s)	Anywhere on the world map outside of towns
Inn(s)	20
Item Shop	Yes
Materia Shop	Earth (1,500), Poison (1,500), Steal (1,200), Sense (1,000), Heal (1,500)
Weapon Shop	Mythril Saber (Cloud), Cannon Ball (Barret), Mythril Claw (Tifa), Full Metal Staff (Aeris), Mythril Armlet

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Now that you can save anywhere outdoors, try it out! Notice that everyone in the party has full HP and MP after their short trip to the town of Kalm. Follow the others into the inn and go upstairs.



**NOTE** For an explanation of the information in the Advance Intelligence Reports and boss stats tables, see the Introduction at the beginning of this book.

In a lengthy flashback, Cloud agonizingly recounts his true relationship with Sephiroth, his former Shinra army commander and role model. Cloud was a mere Level 1 soldier (140 hit points, 10 magic points) back then. Check out Sephiroth's awesome stats and Master materia! (If you wish, save the game in the middle of the flashback. It's a loooooonnnngggg flashback!)

The flashback shows how Sephiroth learns about the horrible Jenova project. This was the point when Sephiroth went insane and became the despicable villain we must deal with throughout *Final Fantasy VII*. His first act of terror was to torch Nibelheim, Cloud and Tifa's hometown, and kill



**TIP** Now that you have PHS, you can exchange party members at any save point or anywhere you want while you're outside. You can insert idle party members into the party and let them build up their limit break and materia levels. Don't forget to remove materia from idle heroes so the active party members can use them.

Tifa's father. The flashback ends with Cloud and Sephiroth squaring off. Don't worry! Cloud will get another shot at Sephiroth in the game's final battle.

After the flashback, go back downstairs. Tifa gives Cloud the PHS ability, which lets you switch team members at any save point. While in town, don't forget to stock up on items, weapons, and materia if needed.

Make sure all the heroes in your current party have materia in every slot. Leave Kalm, and go east to the chocobo farm.



## The Chocobo Ranch

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	17
Landmark(s)	Kalm to the northwest
Earlier Development(s)	Escaped from Midgar
Goal(s)	Learn to capture and breed chocobos
Save Point(s)	None
Inn(s)	100 (bedroom in house)



**NOTE** While you need specially bred chocobos to find some of the game's most valuable items and materia, they are not absolutely required to complete the game. Dealing with the superchickens is entirely optional, but it's a fun and challenging task if you wish to give it a try.

Talk to the chocobo nearest the fence. Answer "Wark" when he asks you a question. Watch the chocobos dance and you'll receive the Choco/Mog materia, your first of the powerful Summon materia. Visit with Choco Bill in the house, and get some valuable information. From his grandson, Choco Billy, who's in the barn, purchase the Chocobo Lure materia. Notice Chole tending to the chores there.

Now that you have equipped the Chocobo Lure, the heroes can go get themselves a yellow chocobo to ride by attacking monsters that have a yellow chocobo in tow. You'll find these monster/chocobo groups in plentiful numbers around the chocobo tracks near the Chocobo Ranch,

and elsewhere. After defeating the enemies without harming the chocobo, the heroes will capture a yellow chocobo! Riding the yellow chocobo is much faster than walking. (See Appendix D for a complete guide to capturing, breeding, and racing chocobos.)

## Mythril Cave

Southwest of the chocobo farm is a cave guarded by a mighty flying snake, the Midgar Zolom. Instead of trying to kill the snake immediately—an extremely difficult task—

first capture a chocobo and then ride it to the cave entrance. If you're aboard a chocobo, the snake can't get you.

If you don't have a chocobo ready, evade the snake by running like mad along the cliff walls east or west of the cave entrance. Or, try to outrun it just as it turns away from you on the swamp's edge. This works once in a while.

#### MIDGAR ZOLOM

**HP** 4,000

**MP** 350

**Best Attack** Magic

**Remarks** Good luck! At your current strength you have little chance of winning. This monster can wipe out a hero with one blow. Better to return later.

**Rewards** Prize: None

**EXP:** 250

**AP:** 25

**Gil:** 400



**TIP** You can toggle between close-up and far views on the world map. Both views show the party as a red dot centered in the middle of the map. Though the far view gives a broader, easier-to-follow perspective, the close-up view adds a handy megaphone-shaped line-of-sight cone that indicates the direction the party is facing.

Once you're safely inside the cave, pop outside and save the game just in case it gets nasty inside (this way you won't have to encounter the guardian snake again).

This cave is absolutely crawling with monsters. Enter the northeast room and climb the vine to the west to retrieve a Long Range materia. Return to the entrance and go south and then west. After talking to Rude, Elena, and Tseng, the three scornful Turks you meet here, climb the west wall out of the cave.

To the south is a rocky outcropping topped by a huge golden condor. This is known as Fort Condor. Enter it by climbing the rope into a small enclave built into the jagged rock. There you'll find a save point, free overnight healing, and item and materia shops.

After a brief stop in Fort Condor, journey northwest to Junon on the western shore. Look for the huge cannon overlooking the ocean.



## Junon

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	18
Landmark(s)	West of Mythril Cave
Earlier Development(s)	Evaded the flying Midgar Zolom snake and navigated through Mythril Cave
Goal(s)	Secretly enter the Cannon Naval Base
Save Point(s)	Outside locker room
Inn(s)	Mayor's house
Free (after you rescue Priscilla)	

#### *Inner area*

30

400\*

Item Shop	Yes (Mythril Armlet)
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Materia Shop	<i>Inner area</i>
Sense (1,000), Seal (3,000), Restore (750), Heal (1,500), Resurrect (3,000)	

#### *5th door, 2nd floor*

Fire (600), Ice (600), Lightning (600) Earth (1,500), Poison (1,500)

Weapon Shop	<i>Alley</i>
Hardedge (Cloud), Grand Glove (Tifa), Atomic Scissors (Barret), Striking Staff (Aeris), Diamond Pin (Red XIII), Boomerang (Yuffie),	

#### *7th door*

Mythril Saber (Cloud), Cannon Ball (Barret), Mythril Claw (Tifa), Full Metal Staff (Aeris), Mythril Clip (Red XIII)

#### *Alley\**

Rune Blade (Cloud), Enhance Sword (Cloud), Machine Gun (Barret), Drill Arm (Barret), Platinum Fist (Tifa), Kaiser Knuckle (Tifa), Fairy Tale (Aeris)

#### *2nd door\**

Wind Slash (Yuffie), Twin Viper (Yuffie), Viper Halberd (Cid), Dragoon Lance (Cid), Peacemaker (Vincent), Buntline (Vincent), Magic Comb (Red XIII), Plus Barrette (Red XIII), Wizard Staff (Aeris), Wizer Staff (Aeris)

**5th door, 2nd floor\***

Nail Bat (Cloud), Rocket Punch (Barret), Work Glove (Tifa), Hairpin (Red XIII), Superball (Yuffie), Trumpet Shell (Cait Sith), Mop (Cid), Silver Rifle (Vincent)

**5th door, 3rd floor\***

Platinum Bangle, Powersoul (Tifa), Enemy Launcher (Barret), Fuuma Shuriken (Yuffie), White M-Phone (Cait Sith), Black M-Phone (Cait Sith), Silver M-Phone (Cait Sith), Sniper CR (Vincent)

**7th door\***

Atomic Scissors (Barret), Grand Glove (Tifa), Striking Staff (Aeris), Diamond Pin (Red XIII), Boomerang (Yuffie), Yellow M-Phone (Cait Sith), Spear (Cid), Trident (Cid), Quicksilver (Vincent)

**Accessory Shop****5th door, 3rd floor**

Silver Glasses, Headband

\* After visiting the Icicle Inn and returning to Junon

This town supports the Cannon Naval Base next door. The guard west of town refuses to let you enter the base. Go west and south down the stairs to the beach. There a young girl named Priscilla is playing with a dolphin. Out of nowhere, a flying boss (Bottomswell) shows up and attacks her and then you. After killing the boss, Cloud must revive the girl.

**BOTTOMSWELL**

HP 2,500

MP 100

Best Attack Magic

Remarks Since monster flies, some heroes can only attack with magic or long-range weapons. Forget Earth, but do use Wind.

Rewards Prize: Power Wrist

EXP: 550

AP: 52

Gil: 1,000

**MOUTH-TO-MOUTH RESUSCITATION**

Notice the lung meter just over Cloud's shoulder. Press the indicated button to start the meter rising, indicating the volume of air Cloud sucks into his lungs. Just before the meter reaches the top, press the button again to make Cloud breathe air into the girl's mouth. The key is to take in as much air as possible.



After the boss fight, go to the house near the town's entrance and talk to the man in front. As a reward, spend the night for free. Heal up, and then receive a gift from Priscilla, who lives in the house above the long staircase. Cloud, alone now, should return to the beach and talk with Priscilla.

Your next objective is to sneak into the naval base. Notice the large girder way up the steel scaffolding in the shallow water. Use Priscilla's dolphin to reach the girder. When you want a boost up, signal the dolphin with a whistle.



### **SWIMMING WITH THE FISHES**

*Swim in the shallows just up to the electrified waters right below the target girder. Be careful not to swim toward the charged waters directly underneath the girder, or you'll be dumped back on the beach.*

When you reach the girder, run west, and then climb up into the heart of the naval base.

## **Cannon Naval Base**

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### **ADVANCE INTELLIGENCE REPORT**

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<b>Recommended EXP Level</b>	<b>18</b>
<b>Landmark(s)</b>	<b>West of Junon</b>
<b>Earlier Development(s)</b>	<b>Secretly entered the Cannon Naval Base</b>
<b>Goal(s)</b>	<b>Board Shinra vessel bound for West Continent</b>
<b>Key Item(s)</b>	<b>None</b>
<b>Save Point(s)</b>	<b>Several</b>

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When Cloud reaches the naval base, he's treated to a spectacular view of a huge airship, the *Highwind*, docking there. Head south, west, and then south again to a small square switch located on a huge platform. Flip the switch. Now descend. Advance south under the extended canopy to a base hallway.

A commander, mistaking you for a raw recruit, orders you to enter the personnel locker room to the west. Put on the uniform hanging in the open locker.

Follow the other soldiers heading for a fancy, televised military parade that's just beginning. Use the save point just to the north before heading south and outside. The

huge cannon protecting the base is awesome. Later, you will get up close and personal with this weapon.

Run south with your fellow soldiers. Outside an alley, the commanding officer dismisses the others, but he wants you to march in the passing parade.



### EYES RIGHT!

*Raise the television ratings gauge by joining the marchers and matching their spiffy precision. It may take several attempts, but try to move forward from the alley just ahead of the marching line you wish to enter. How well you do this governs what reward the commander bestows on you.*

**NOTE** Notice Red XIII already on the vessel, watching your drill efforts and laughing hysterically.



Participate in the gun salute for the Shinra bigwigs (Rufus and his nauseating yes-man, Heidegger) in front of a gigantic tram. After the Shinras take the large elevator, you reappear in

the locker room to practice guns salutes with other soldiers. This is a very difficult task. Other than looking like a complete bozo, there's no real harm done, though. Follow the soldiers outside. Heading south, you can now enter the shops to the west.

Keep heading west past the elevator, and west from an alley. You'll find a soldiers' quarters with a save point. Go west from the save point until you catch up with your fellow soldiers at the Shinra ship. Drill again for Rufus.

If you do well with the gun salutes, a reward will be forthcoming, possibly an HP Plus materia. Now board the Shinra cargo ship.

## The High Seas

Your companions have all already snuck aboard, so no need to worry. A guard prevents passage through the west door. Climb the ladder to the main deck, but first get the All materia from the chest. Buy items, including a Super Drink, from the sailor topside. Use the save point by the ship's bow.

After returning below to the ship's hold, speak with your companions until Aeris asks about Barret's whereabouts. Then go back on the main deck. The guard near the save point is gone. Apparently, this is Barret's handiwork. To the west you will find Barret, who closely resembles Popeye in his uniform, spying on a meeting of Shinra bigwigs.



An alarm sounds. The guard blocking the hold's west door has been killed. Assemble a party to the east. Be sure to equip any new materia you've bought or found recently, particularly the Revive orb. Descend to the hold. Everyone below is dead! Go through the now-unguarded north door.

Sephiroth appears from nowhere. It's obvious that his madness is intensifying rapidly. Floating skyward, he leaves behind a rather nasty boss, Jenova Birth.

**JENOVA BIRTH**

**HP** 4,000

**MP** 110

**Best Attack** Magic

**Remarks** No Poison. Watch out for Time Stop. Summon materia work best. Did you purchase a Revive materia in Junon?

**Rewards** Prize: White Cape

**EXP:** 680

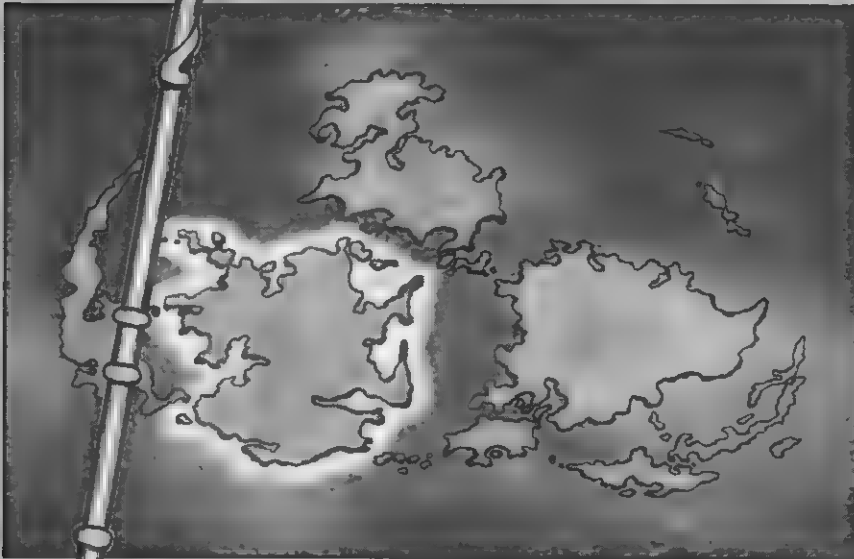
**AP:** 64

**Gil:** 850

When the boss battle ends, seize Ifrit (a red Summon materia). The ship miraculously continues to sail on course to the west. (Weren't all the sailors killed by Sephiroth?)

## CHAPTER VII

# West Continent



**T**he ship docks at Costa del Sol on the West Continent. At first, there's sunbathing and lighthearted fun for all. After a slight prison detour, the gang enjoys some amusement in an ultimate pleasure palace. In due time, though, the heroes embark on more serious escapades as Sephiroth turns up the heat. Get ready for air travel!



## Costa del Sol

### ADVANCE INTELLIGENCE REPORT

<b>Recommended EXP Level</b>	<b>20</b>
<b>Landmark(s)</b>	<b>Northeast shore of the West Continent</b>
<b>Earlier Development(s)</b>	<b>Stowed away on the Shinra ship</b>
<b>Goal(s)</b>	<b>Get a great suntan!</b>
<b>Save Point(s)</b>	<b>None</b>
<b>Inn(s)</b>	<b>200</b>
<b>House</b>	<b>Buy it for 300,000</b>
<b>Item Shop</b>	<b>Yes</b>
<b>Materia Shop</b>	<b>Heal (1,500), Revive (3,000), Restore (750), Seal (3,000), Fire (600), Ice (600), Lightning (600), Fire (1,500)*, Ice (1,500)*, Lightning (1,500)*, Earth, (1,500)*, Demi (8,000)*, Poison (1,500)*</b>
<b>Weapon Shop</b>	<b>Platinum Bangle, Carbon Bangle, Four Slots, Solid Bazooka (Barret)*, Sento Clip (Red XIII)*, Spiral Shuriken (Yuffie)*, Long Barrel R (Vincent)*, Gold M-Phone (Cait Sith)*</b>

\*Available after visiting the Icicle Inn

You arrive in Costa del Sol. Relax! Sway to that steady calypso beat. Talk to all the people you meet and then climb the stairway to the east. A Shinra helicopter lands at the town's helipad, picks up Rufus, and takes off, destination unknown.

Cross the bridge to the east, and descend the stairs into the town proper. Go east down the stairs to the beach. Hojo may or may not be there. Either way, it's time to head for Mt. Corel.

To leave the town, go under the bridge just west of the stairs.

## Mt. Corel

Outside of Costa del Sol, push south, and then make a quick U-turn to the north where a grassy plateau appears. Walk north and then west along a path through the

cliffs past a waterfall and over a bridge. Turn north to an opening in the cliff just south and west of a river, leading to a path.

Speak to the hiker and then keep heading north along the cliffs. You'll emerge on a high catwalk above a deep gorge leading to a gigantic furnace. Pick up the Morph materia in the chest. Continue south on the catwalk, and then take the ladder down from the furnace to the train tracks. Follow the train tracks east. You'll soon find a save point.

### GRABBING THE GOODIES

If you fall through the tracks, try to latch onto the treasure bags. Whether you snag some loot or not, you will come to an abrupt landing and you can then climb back up.



**TIP** For 10 Phoenix Downs, climb the water tower just past the shack.

Take the lower track and meet up with the rest of the heroes. They are stuck because a drawbridge is in its raised position, preventing movement east. Return west and take the upper track at the next intersection. Wave to your friends, and cross the bridge east. Right when you turn south

you'll find a small shack. Enter and flip the switch to lower the drawbridge.

After your friends cross, return to the west, and then head east back to where you first met them. Cross the lowered drawbridge, and take the left path where the tracks split. Traverse the long suspension bridge into North Corel.

## North Corel

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	22
Landmark(s)	Northern middle of West Continent
Earlier Development(s)	Navigated to Mt. Corel from Costa del Sol
Goal(s)	Let Barret visit his home town and get ready to visit the Gold Saucer



Save Point(s)	None
Inn(s)	50
Item Shop	Yes
Materia Shop	Transform (5,000)
Weapon Shop	Carbon Bangle, Force Stealer (Cloud)

North Corel is Barret's home town. Because the townspeople wrongly blame Barret for the near destruction of their town, Barret and the others are spurned here. Pop outside town to the south and save the game.

No sense hanging around where you're not wanted, so head west to the sky tram. Before entering the tram, a flashback shows why the townspeople dislike Barret so much. Can you blame them?

Enjoy the ride up past spectacular scenery to the coolest place in all of *Final Fantasy VII*, the dazzling Gold Saucer.

## Gold Saucer: The Gilded Pleasure Palace

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	22
Landmark(s)	Northern middle of West Continent
Earlier Development(s)	Passed through North Corel
Goal(s)	Escape from North Corel prison
Save Point(s)	Outside the main entrance (must use gold pieces)
Inn(s)	5 (Hotel)

Party! Party! Get ready for fun! Find the ticketseller, and buy a one-time ticket for 3,000 gil, or pay 30,000 gil for a lifetime pass. Enter under the "Welcome" sign. Exchange gil for gold pieces from a man who occasionally paces outside the entrance. The Gold Saucer is a place you'll want to visit several times during the course of *Final Fantasy VII*. If you can't afford a lifetime pass at the moment, buy a day pass for now and get the lifetime pass later.

Everyone goes their own way to sample the Gold Saucer's many gaming attractions, except for Aeris. Wow, there's even betting on chocobo races! (You can also read the Turtle Paradise newsletter, posted at the "Shop" sign in the Gold Saucer's hotel.)



**TIP** Money is important. Remember to sell your outmoded weapons and surplus items for cold, hard gil, which you can use to purchase upgrades. Note that inside the Gold Saucer, only gold pieces are accepted. Once inside, get gold pieces by playing the games and betting on the chocobo races. Don't convert all your gil to gold pieces, though—gold pieces are worthless outside the Gold Saucer.

Move on to Wonder Square, where you meet Cait Sith, a wily, mischievous fortune-teller. He tries to look into the future and decides to join your party and see if his predictions will come true. Spend some time playing games, if you like. When you've had your fill, enter Battle Square. You find the guards are dead. Then other Shinra guards chase and capture the party. Your whole crew is unceremoniously dumped through the ironically named Gateway to Heaven into the North Corel prison

## GOLD SAUCER FUN AND GAMES

Some *Final Fantasy VII* special objects and materia are available only in the Gold Saucer. By far, the most important attraction is the Battle Square, but here's a short explanation of some of the areas.

### *Wonder Square*

Some diversions await you here, but gold pieces are hard to come by. Score more than 10,000 points on the bike racing game, and the Speed Plus materia is yours. You can also win a Carob Nut, an essential food needed to breed quality chocobos. (However, this is not the only location to obtain that nut.)

### *Chocobo Racing Square*

When you race chocobos in the Gold Saucer later in the game, you can win a pile of gold pieces for each of your victories. The higher you go in class the better, with S being the top class. Do well enough, and a Counter Attack materia is yours.



### *Battle Square*

If you want Cloud's Level 4 limit break manual (Omnislash) or the powerful W-Summon materia, this is the place to get them! Get ready for a slew of battles (each with eight fights) against a cornucopia of monsters. Whoever enters the arena must be loaded up with attack and defense materia, offensive items, and healing items.

Never leave the Battle Square until you've earned all the battle points (BP) needed for the prize you desire. If you do, all your accumulated BP disappear. (You don't lose your gold pieces.) Unfortunately, there's no save point in the Battle Square. To get the two top prizes here, expect it to take a couple of real-time hours. You are allowed to switch materia between battles.

Early in the game, these are the important prizes and their BP rewards:

- Pre-emptive: 10,240
- Speed Plus: 20,480
- Champion Belt: 41,960

Later in the game, these are the important prizes and their BP rewards:

- Pre-emptive: 6,400
- Speed Plus: 12,800
- Champion Belt: 25,600
- Cloud's Omnislash: 51,200

Even later in the game, these are the important prizes and their BP rewards:

- Pre-emptive: 1,000
- Speed Plus: 4,000
- Stardust: 8,000
- Champion Belt: 16,000
- Omnislash: 32,000
- W-Summon: 64,000

## North Corel Prison

The prison's an ugly, dangerous place, and there are dead bodies near the gate to prove it. Follow Barret south through the gate. The Gold Saucer's already just a memory, as monsters once again attack the heroes at random times. Take advantage of the save

point. Rejoin Barret in the house to the south-east for a flashback that reveals more of his tragic past.

Enter the trailer to the west of the house. (If you need to, rest and heal up in the trailer's cab.) Tell Mr. Coates, the jailer, that you wish to leave the prison. He informs you that you must win a chocobo race to have any hope of leaving.

Go back to the prison gate, where the guard is now history. Head north and then east through a break in the iron fence. Head east again to an automobile graveyard. Inside this

graveyard and up a northern path is Dayin, Barret's old comrade-in-arms, praying at two graves. Barret approaches Dayin without the others, and a vicious, *mano a mano* fight ensues.



**WARNING** *Be careful not to get lost in the unending desert surrounding the prison. However, if you wander too far off, a chocobo carriage conveniently picks you up and returns you to the prison. Thanks for nothing!*

### DAYIN

HP 1,200

MP 20

Best Attack Magic

Remarks Use limit breaks. Dyne's final attack is strong, so watch your hit points.

Rewards Prize: Silver Armlet

EXP: 600

AP: 55

Gil: 750

After Barret wins, Dayin is distraught and leaps to his death—but not before bestowing on Barret a valuable pendant for his daughter, Marlene. Seeing the pendant, the man in the trailer summons a Gold Saucer employee, Ester, to release Cloud (and



only Cloud) from the prison. Riding the elevator upward, Cloud arrives back at the jockey room of the Gold Saucer's chocobo racing track. It's derby time!

## The Chocobo Derby

In the jockey room, check the niche next to the chocobo racing poster for a red Ramuh materia. Mount your yellow chocobo, and good luck!

### A DAY AT THE TRACK

If you can keep from doubling over in hysterics, watch the race on automatic. If opponents gain on you, switch to manual.

You must win this race, so keep trying. If you lose repeatedly, *Final Fantasy VII* eventually takes complete pity on you and lets you win in automatic mode.

After you win the chocobo race, everyone else is released from prison and you receive a spiffy land buggy. Now you can travel at high speeds in the Overworld, and even cross deserts and ford shallow rivers. Re-form the party and you'll find yourself outside the Gold Saucer in the middle of the West Continent. North Corel appears off in the distance.

### VEHICLES

In the early stages of the game, your party must walk around the *Final Fantasy VII* world. As the quest progresses, new and amazing transports become available, including a plane, an airship, sleek bullet trains, motorcycles, a land buggy, and a rocket ship. These allow access to many fresh and hard-to-reach locations and have the added benefit of reducing the number of random combat encounters.

Motor due south from the Gold Saucer, cross the river, and continue until you reach the Gongaga area in a large forest.

## Gongaga

### ADVANCE INTELLIGENCE REPORT

<b>Recommended EXP Level</b>	<b>24</b>
<b>Landmark(s)</b>	<b>Due south of the Gold Saucer</b>
<b>Earlier Development(s)</b>	<b>Escaped from North Corel prison and won a chocobo race</b>
<b>Goal(s)</b>	<b>Continue onward to Cosmo Canyon</b>
<b>Save Point(s)</b>	<b>None</b>
<b>Inn(s)</b>	<b>300</b>
<b>Item Shop</b>	<b>None</b>
<b>Materia Shop</b>	<b>Mystify (6,000), Time (6,000), Remedy (1,500), Transform (5,000)</b>
<b>Weapon Shop</b>	<b>Hardedge (Cloud), Grand Glove (Tifa), Atomic Scissors (Barret), Striking Staff (Aeris), Diamond Pin (Red XIII), Boomerang (Yuffie)</b>
<b>Accessory Shop</b>	<b>Headband, Silver Glasses, Star Pendant, Talisman, White Cape, Fury Ring</b>

Enter the grounds of the destroyed mako reactor site. On a woodsy main path, you immediately meet a couple of Shinra bullies, Reno and Rude. Exchange vicious pleasantries with both of them.

#### RENO AND RUDE

**HP** 2,000 each

**MP** 80, 135

**Best Attack** Magic

**Remarks** Pummel either one until both leave. Susceptible to Sleepel.

**Rewards** Prize: Fairy Tale and X-Potion

**EXP:** 1,250

**AP:** 120

**GII:** 3,500



Travel north to the site of the destroyed reactor. Scarlet, a Shinra bigwig, lands in a chopper, complains about energy, and takes off. Pick up the Titan materia. Return to the main path, and then head west under a tree, and north into the small town. To exit the area, journey south back to the main path, and then head west. Why, what's that up ahead? The Deathblow materia!

Enter the buggy for the long journey across the southern edge of the West Continent. When you reach the border, turn north into a region featuring jagged rock formations. Drive east, and then make a U-turn. Just to the north is Cosmo Canyon, Red XIII's home.

## Cosmo Canyon

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### ADVANCE INTELLIGENCE REPORT

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<b>Recommended EXP Level</b>	<b>25</b>
<b>Landmark(s)</b>	<b>Southwestern tip of West Continent</b>
<b>Earlier Development(s)</b>	<b>Progressed through Gongaga area</b>
<b>Goal(s)</b>	<b>Meet Bugenhagen and learn many secrets</b>
<b>Key Item(s)</b>	<b>None</b>
<b>Save Point(s)</b>	<b>In Tiger Lily Arms Shop</b>
<b>Inn(s)</b>	<b>100</b>
<b>Item Shop</b>	<b>Yes</b>
<b>Materia Shop</b>	<b>MP Plus (8,000), HP Plus (8,000), Mystify (6,000), Transform (5,000)</b>
<b>Weapon Shop</b>	<b>Butterfly Edge (Cloud), Tiger Fang (Tifa,) Heavy Vulcan, (Barret), Prism Staff (Aeris), Silver Barrette (Red XIII), Pinwheel (Yuffie), Green M-Phone (Cait Sith), Silver Armlet</b>

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After identifying yourself to the town guard, pass through the gate and follow Red XIII up the stairs. Enter the Tiger Lily Arms shop. Good attribute-boosting items are available here, and you can also read the latest issue of the Turtle Paradise newsletter, which is posted at the shop. Back outside, go west, climb the two sets of stairs, and set foot in the observatory by climbing the ladder. (Notice the locked metal door to the

east.) Find Red XIII, whose real name is Nanaki, and his adoptive grandfather, the brilliant scholar Bugenhagen.

Bugenhagen explains many things to Cloud, and then asks the hero to go gather his friends and return to the observatory. Form a party from the rest of the gang waiting on the floor below, and then return to the scholar. Go through the door into the observatory's top, and watch carefully.

Make your way back to the town center and converse with everyone at the bonfire. (Read another Turtle Paradise newsletter posted on the second floor of the Cosmo Canyon inn.) Then Bugenhagen beckons, so form a party—Cloud and Red XIII are musts—and follow the scholar. (You may want to save in the arms shop first, after equipping your spiffy new items.) Now outside the locked metal door, Bugenhagen opens the door and leads the heroes inside the Cave of the Gi.

## Cave of the Gi



**WARNING** *This is absolutely, positively the only chance you'll get to explore this area, so make sure you obtain the Added Effect materia in the cave.*

Climb down a series of vines and ladders to the bottom of a long shaft. Travel east into a wooded area. Enter the first two rock holes, break open the unusual rocks, and defeat the enemies there. When you flip the switch at the next rock hole to the north, a secret door opens. Travel north, west, and finally north again along a stone path into a room with five new rock holes.

Enter the second rock hole from the left.

Defeat two humongous spiders, and then journey north into a strange chamber featuring a large stone face. You'll then encounter Gi-Nattak—an undead horror who'd like to see you perish—and its flaming attendant monsters.

### GI NATTAK

HP 6,000

MP 200

Best Attack Magic

Remarks Attack the flaming guardians (Soul Fires) first. Summon materia work great. Do not use Fire attacks against them. Cure spells and items will damage Gi-Nattak. This is a very tough fight!

**Rewards****Prize: Gravity materia****EXP: 1,400****AP: 160****GP: 3,000**

After winning, follow Bugenhagen up the steps laid bare by the defeated boss. Red XIII learns of his true ancestry. Back at the bonfire, prepare to exit. As the party gets ready to leave, Red XIII returns for more adventures. Fortunately, the entire party is automatically healed upon leaving town.

Get in the buggy and drive due north across a ford to the town of Nibelheim.

## **Nibelheim**

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### **ADVANCE INTELLIGENCE REPORT**

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<b>Recommended EXP Level</b>	<b>27</b>
<b>Landmark(s)</b>	<b>North of Cosmo Canyon</b>
<b>Earlier Development(s)</b>	<b>Survived Cosmo Canyon's Cave of the GI</b>
<b>Goal(s)</b>	<b>Push on to Rocket Town</b>
<b>Save Point(s)</b>	<b>None</b>
<b>Inn(s)</b>	<b>100</b>
<b>Item Shop</b>	<b>Yes</b>

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If you're experiencing déjà vu all over again, you're not alone. This is the hometown of Tifa and Cloud, which you saw Sephiroth trash in one of Cloud's flashbacks. The damage Sephiroth did has all been repaired. Explore the town. Converse with every dark figure and you'll get special items. Play the piano on the second floor of Tifa's house, the next-to-last dwelling to the southeast of town.

Go into the eerie Shinra mansion north of town. Climb two sets of stairs, and then take the west stairs and go north into a room. Take a look at the safe.

### TIFA'S PIANO

Tifa gains her manual for the Level 4 limit break by playing this tune on her Nibelheim piano: Do (*cancel*), Re (*switch*), Mi (*menu*), Fa (*ok*), So (*Pgup/Pgdown+cancel*), La (*Pgup/Pgdown+switch*), Ti (*Pgup/Pgdown+menu*), Do (*Pgup/Pgdown+ok*), Do Mi So (C) (*Dir Key ↓*), Do Fa La (F) (*Dir Key L*), Re So Ti (G) (*Dir Key ↑*), Mi So Do (C) (*Dir Key C*). It may take more than one try.

Head back east, climb another set of stairs, and then turn south and east into a room. The stone chimney contains a secret entrance. Descend into the hidden library below. Then Sephiroth pays a brief visit, hurls a green Spell materia at you, and disappears into the mountains in back of the town.

Exit the town by heading north via the path to the east of the mansion.

### Side Quest: Recruiting Vincent

If you decide to recruit the mysterious Vincent, you must open the safe in the Shinra mansion in 20 seconds.

Use the directional buttons to move the tumbler. The combination is right 36, left 10, right 59, and right 97. As with a real combination lock, do not fly past the target number.

Once you open the safe, you'll need to defeat Lost Number, another boss.

#### LOST NUMBER

HP 7,000

MP 350

Best Attack Melee

Remarks This boss is fairly wimpy but has a lot of hit points. Fire sometimes works.

Rewards Prize: Key to the Basement, Odin materia, Red XIII's Level 4 limit break manual, Cosmo Memory

EXP: 2,000

AP: 80

Gil: 2,300



Vincent is in the room with the coffins, located behind a secret door west of the mansion's library downstairs. If you examine the center coffin, Vincent will gain consciousness. Explain your quest regarding the evil Sephiroth. After Vincent returns to the coffin, speak to him again about himself. He will join you when you leave the room.

## Mt. Nibel

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**TIP** *You can take the exit just west of the one the boss is guarding. If you explore the woodsy area beyond, you can pick up an Elemental materia.*

Enter the mountains at the back of town, following the winding, rocky trail that Sephiroth took when he left. Travel due west, and traverse the high, wooden suspension bridge at the end of the trail. If you're anxious to move on quickly, leave the inviting slides alone. If not, you can explore to your heart's content.

Move downward via the series of chutes and ladders. Every other exit leads to lots of combats and dead ends. Take the first chute, and at the bottom, turn up and east to the save point. If you try to reach the save point by going east and then north, the Materia Keeper boss will intercept your party before you have a chance to save.

### MATERIA KEEPER

HP 8,400

MP 300

Best Attack Melee

Remarks Haste works wonders. The Choco/Mog materia occasionally paralyzes this boss.

Rewards Prize: Counter materia and Jem Ring

EXP: 3,000

AP: 200

Gil: 2,400

**TIP** *Mt. Nibel is a fabulous place to build experience and magic points.*



Go southeast through the exit the boss once blocked, and then swing north and go outside. Although blocked by mountains to the east, you can see Nibelheim and the buggy across the river. Walk west and then north around the mountainous horn. Rocket Town is due east. You can't miss it: a tilted rocket sits in the town like a space-age Leaning Tower of Pisa.

## Rocket Town

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### ADVANCE INTELLIGENCE REPORT

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<b>Recommended EXP Level</b>	<b>29</b>
<b>Landmark(s)</b>	<b>West-central region of West Continent</b>
<b>Earlier Development(s)</b>	<b>Maneuvered through Mt. Nibel area and defeated Materia Keeper</b>
<b>Goal(s)</b>	<b>Escape with Cid in the <i>Tiny Bronco</i> plane</b>
<b>Save Point(s)</b>	<b>None</b>
<b>Inn(s)</b>	<b>300</b>
<b>Item Shop</b>	<b>Yes</b>
<b>Materia Shop</b>	<b>Barrier (10,000), Exit (10,000), Time (10,000), Barrier (10,000)*, Destruct (10,000)*, Time (6,000)*, Throw (10,000)*, Deathblow (10,000)*, Manipulate (10,000)*</b>
<b>Weapon Shop</b>	<b>Super (Vincent), Gold Armlet, Gold Armlet*, Edincoat*</b>
<b>Accessory Shop</b>	<b>Power Wrist, Protect Vest, Earrings, Talisman, S-mine*, Power Wrist*, Protect Vest*, Earring*, Talisman*, Peace Ring*, Safety Bit*</b>

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\* Available after visiting the Icicle Inn

After exploring the town, go through the house in the upper-center part of the main square. Exit the back door of the house, and admire the *Tiny Bronco*, a nifty airplane. Gawk at the huge, rusted rocket ship that dominates the city's skyline. The only way to borrow the plane is to visit the pilot, Cid, who's working on the rocket. So what are you waiting for?



Run north, climb the scaffolding of Shinra Rocket No. 26, and greet Cid, who joins your group immediately. Ask Cid three questions. If he refuses to talk, simply step outside and re-enter. Whatever you do, he refuses to loan you his plane. Return to Cid's house.

Cid comes in briefly, and then leaves. Cid's assistant, Shera, fills you in on his abortive attempt to fly the rocket ship. Out the front door, you witness Rufus giving Cid a hard time. Shera pulls you back into the house. Step out the back door again, where you encounter a newly arrived Shinra bully, Palmer, waiting atop the *Tiny Bronco*.

**PALMER****HP** 6,000**MP** 240**Best Attack** Magic**Remarks** Haste and Choco/Mog are very effective.**Rewards** Prize: Edincoat**EXP:** 1,800**AP:** 100**Gil:** 5,000

When you defeat Palmer, the party hops into the *Tiny Bronco*. The plane takes off and flies west but then crash lands in the water next to a large island west of the West Continent. The *Tiny Bronco* has been damaged, but at least you can still use it to skim across shallow ocean waters and rivers. Landing is possible only on beaches.



**WARNING** Make sure you save 3,000 gil for a day pass to the Gold Saucer (or 30,000 for a lifetime pass). Money has a tendency to disappear quickly with all the goodies now available for sale.

Explore this island to your heart's content. When you're ready to move on with the plot, fly to the tiny house at the southeastern tip of the West Continent, not far from the Gold Saucer. To get there, fly due east and follow the river that divides the West Continent. (That waterfall you see looks ripe for exploration. Perhaps later!)

Learn your next moves from the weaponsmith you meet. If you examine the bed, he'll let you heal up overnight for free. Time to head back to the Gold Saucer and search out Dio for the Keystone, which you'll need to enter the Temple of the Ancients.

### IN SEARCH OF YUFFIE

At your leisure, spend some time fighting monsters in *Final Fantasy VII's* forests. At some point, a winsome, female archer shows up. You know it's Yuffie when you see a save point on the battlefield.

Defeat her, and she'll come along with you if you answer her five questions correctly. The right answers: bottom, top, bottom, top, and bottom.

Ignore the save point. Why, you ask? Well, what would a save point be doing in an Overworld area, where you can save anywhere you like? The answer: no good!

Once you have Yuffie in tow, a trip to her home town might be beneficial.

## Wutai

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	29
Landmark(s)	Island to the far west
Earlier Development(s)	Found Yuffie
Goal(s)	Recruit Yuffie and secure her Level 4 limit break manual
Save Point(s)	In middle of town
Inn(s)	Free at Godo's Pagoda
Item Shop	Yes (Choco Feather)



### Weapon Shop

**Murasame (Cloud), Diamond Knuckle (Tifa), Chainsaw (Barret), Aurora Rod (Aeris), Gold Barrette (Red XIII), Slash Lance (Cid), Blue M-phone (Cait Sith), Razor Ring (Yuffie), Shortbarrel (Vincent)**

Without Yuffie in the party, nothing startling happens in this beautiful town. Lots of new, improved weapons and armor grace Wutai's shops. Explore the town's awesome Da-Chao Statues, carved directly into the mountain to the northeast. Yuffie's home is off-limits, and if you enter the high pagoda in the area, just to the north of the town center, you'll be politely turned away.

Perhaps now's a good time to find and recruit her.

### Side Quest: Yuffie the Materia Hunter

When you land in the Wutai area and Yuffie is in your party, a forced scene occurs. In it, Yuffie absconds with most, if not all, of your materia! A couple of Shinra thugs appear. Defeat them. You have no choice but to head north across three bridges and into Wutai.

Then Yuffie leads you on quite a game of hide-and-seek. You've got to chase her down.

See that large pagoda to the north? Enter this new area, and then awaken Godo, Yuffie's dad, in the inn. Explore around a bit.

Go back to town central and the Turtle Paradise restaurant. Uh Oh! Turks! They're actually civil and leave you alone.

Proceed to the Item Shop for an MP Absorb materia. Yuffie appears and disappears just as quickly helping herself to that new materia you just bought. Grrr!

At the old man's house near the town entrance, search the screen. Yoo-hoo, Yuffie!

Back to the Turtle Paradise. Shake the huge jar three times to force Yuffie out. She gives up, and takes everyone to her home. (Once you're at her house, read the Turtle Paradise newsletter posted on the first floor. If you've read all six, you can collect a reward (see Chapter 5).

Downstairs, there's a trap! No sweat—pull up either lever again, and the trap is lifted.

At the open building in the pagoda area across from the inn, ring the bell to open a secret door. Enter. You see Yuffie, in the clutches of the sleazy Don Corneo. (Remember him from Wall Market?) This villain has also snatched the Turk Elena.

Corneo splits with the two women. Dispatch the guards, and follow Corneo to the Da-Chao statues. Working with the Turks, you must find Corneo. Then you meet the next boss, Rapps.

**RAPPS**

HP 6,000

MP 300

Best Attack Melee

Remarks Without materia, you must rely on your items that simulate spells.

Rewards Prize: Peace Ring

EXP: 3,200

AP: 35

Gil: 20,000



**NOTE** *This entire scene seems to be an homage to Alfred Hitchcock's movie North by Northwest, the climactic scene of which occurs on Mount Rushmore.*

When you win, watch as the vengeful Turks deal with Corneo.

Yuffie finally realizes that enough is enough, and she returns all your materia. But there's more. Search out and retrieve an HP Absorb materia by climbing the now-accessible ladder into the building.

For what's next, load Yuffie up with the best materia, and equip her with the finest weapons and armor you have. Enter the tall pagoda, and accept the invitation to Yuffie's "trial." To prevail, she alone must defeat the following five opponents, one on each floor.

**GORKY**

HP 3,000

MP 150

Best Attack Melee

Remarks Cast defense spells immediately, and then pummel away.

Prize X-Potion

**SHAKE**

HP 4,000

MP 180

Best Attack Melee

Remarks Cast defense spells immediately, and then pummel away.

Prize Turbo Ether

**CHEKHOV**

HP 5,000

MP 210

Best Attack Magic

Remarks Try Deathblow.

Prize Ice Ring

**STANIV**

HP 6,000

MP 240

Best Attack Melee

Remarks Use haste. This fight's not too challenging.

Prize Elixir

**GODO, YUFFIE'S FATHER**

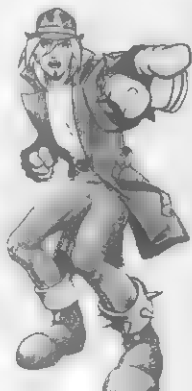
HP 10,000

MP 1,000

Best Attack Melee

Remarks Deplete his MP.

Prize Leviathan materia



**TIP** If you successfully navigate through the firepit area at the Da-chao statues, you can get the Steal As Well materia here. First you must secure the Leviathan Scales from a chest next to a submarine in the Cannon Naval Base. Bring it back here and use them to douse the fires. Then the materia is yours.

Fly east and then due north to a small beach. Because the land surrounding the Gold Saucer cannot be crossed on foot, head north to North Corel instead.

## Back in the Gold Saucer

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### ADVANCE INTELLIGENCE REPORT

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<b>Recommended EXP Level</b>	<b>29</b>
<b>Landmark(s)</b>	<b>East-central region of the West Continent</b>
<b>Earlier Development(s)</b>	<b>Escape with Cid in the <i>Tiny Bronco</i></b>
<b>Goal(s)</b>	<b>Find the Keystone</b>
<b>Save Point(s)</b>	<b>Near entrance, accessible for 5 gold pieces (not gil)</b>

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East of Gongaga is a weapons merchant. If you talk to him, he'll reveal what he knows about the Keystone. From there, ride the sky tram to the Gold Saucer and proceed straight to the Battle Square. Then climb the steps and turn east into the Gold Saucer manager's showroom/museum. There you see the Keystone, but Dio doesn't want to give it up. Accept Dio's terms to enter the Battle Square. Whether you fight one or multiple battles, Dio will always give the important Keystone to Cloud.

Try to leave the Saucer. You find that the tram is busted. Cait Sith appears. The next thing you know, everyone is back in the Ghost Hotel lobby. Cloud steps out on a date with either Aeris or Tifa. When the date ends, you run into Cait Sith, who has stolen the Keystone!

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### THE DATING GAME

Who Cloud goes on a date with depends on the long chain of responses you've made to these two ladies up to this point in the game. The chances are greater that Cloud will have a romantic interlude with Aeris. There is a very small chance that Cloud will end up dating Yuffie.



Chase the elusive Cait Sith. If you lose track of him, go to the Chocobo Racing Square. There, he flips the Keystone to some Shinra dudes on a waiting chopper. After



**TIP** *Return visits to any places you've previously explored can be very rewarding and informative. Depending on what happens in the game, people who previously had clammed up on you become talkative, and special items—and even newer and better materia—surface for the taking.*

learning that Cait Sith had no real choice, Cloud forgives him. Back at the hotel, have Cloud go downstairs to re-form the party with Aeris and one other hero. Return to the tram station and board the car, which is now fixed, and head for North Corel.

Leave North Corel. Drive the buggy if it's available or hoof it to the extreme southern tip of the West Continent. Turn left to the western border, and then wind your way north past Cosmo Canyon to Rocket Town and the waiting plane. (Look for the blue dot on the world map.)

Fly to the remote, southeast island, using the West Continent's central river as a landmark.

## CHAPTER VIII

# Southeast Island



**D**EEP in this island's foreboding forest sits a colossal pyramid-shaped temple. Inside, rolling stones and a fiendish clock puzzle provide worthy challenges for Cloud and the gang.



## ..... Temple of the Ancients

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	31
Landmark(s)	Large southeastern island
Earlier Development(s)	Lost the Keystone
Goal(s)	Solve the clock puzzle; find the Black materia
Save Point(s)	Several with the old man
Item Shop	Yes (Old man sells items)

---

Everyone's sweating from the jungle heat, so get inside the temple. Climb the stairs. Watch Aeris bow in reverence. A strange apparition beckons and vanishes. Cloud also bows. Proceed with caution. Receive the Keystone from the mortally wounded Shinra bully Tseng, who's seeking revenge on Sephiroth. Search the small altar, and descend into the temple proper.

Follow the purple-clad old man into his hovel at the northern edge of the temple. Speak to him to buy important items, replenish magic points and hit points, or save the game. Navigate anywhere you want, making sure to climb up and down the ivy-covered walls. A chest in the center of the Temple holds the Luck Plus materia.

Eventually, locate the old man again and follow him into a very noisy room. Gigantic boulders are barreling down the corridor. Yikes! There's nowhere to go but east, up the corridor and past the rolling stones.



#### **OUTWITTING THE STONES**

*Time your dashes so that Cloud can kneel down and have the hollow section of the boulder come down over him. This is possible at every third stone that rolls along. Time your moves with the appropriate directional key. Keep this up until you've reached the end of the corridor, and the trap will shut down. Whew!*

Forge ahead until you reach a side path that leads to a pool of water, about halfway up the corridor. Stop by the pool for the Morph materia. Head west to the pool at the next intersection and then east to the end of the corridor. Follow Aeris and Barret back

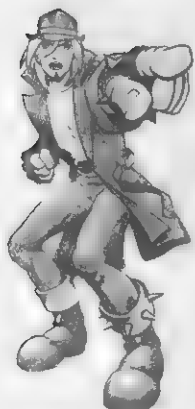


**TIP** The most interesting optional door is IIII, which yields Aeris' ultimate weapon, the Princess Guard. Beware of doors I and III!

to the pool. Mercifully, the rolling boulders are gone! Now watch the maniacal Sephiroth do his thing.

Make your way back to the corridor's end, where the old man lets you heal and save. Next, walk south down the stairs to a room completely filled by an enormous clock. Align the hands of the clock so they point to the time of 5:50. You can also turn the clock hands to other positions,

so you can walk across the hands and explore what's behind the room's 12 doors.



**TIP** Cloud's Nail Bat is beneath the clock. To get it, spin the clock's hands and then let yourself get hit by the minute hand as it swings around. Warning: you can't get the Nail Bat without putting up a fight!

You can always go back to the no-longer-noisy room to heal and save with the old man.

Now, use the minute and hour hands as a bridge and head south into the next passage. In the chamber, you must watch for a pattern to the old man's movements and anticipate where he will surface next. You will catch him eventually; when you do, proceed on through the open door atop the chamber.

You emerge into a room containing ornate pillars and murals; you may recognize it from an earlier flashback. Sephiroth makes another

eerie appearance. Go east and Sephiroth surfaces, yet again. Head east again. Surprise, guess who's there? Go farther east to a small altar where Sephiroth reclines and then menaces the party. His evil plan is now clear!

Then the Red Dragon attacks!



**TIP** After all key events and battles in the temple, go back to the old man to heal up and save the game.

**RED DRAGON**

HP 6,800

MP 300

Best Attack Fight

Remarks This is a slow dragon. Summon materia work well. Demi and fire spells are ineffective.

Rewards Prizes: Bahamut materia, Dragon Armlet

EXP: 3,500

AP: 200

Gil: 1,000



**WARNING** *The next boss, Demons Gate, is extremely tough. By now, your heroes should have earned higher limit break attacks. You can change limit break levels here, but remember that the Limit Break gauge empties after each change. You may need to wander around a bit, pick a fight or two, and let the monsters refill the Limit Break gauges before you tackle Demons Gate.*

Next, return to and search the pedestal where Sephiroth last appeared. Examine the gold object that floats over it. No matter how hard he tries, Cloud cannot retrieve it. Cait Sith offers to handle the matter.

Return to the clock room by progressing west and then east through the hole in the rock. Heal and save with the old man. Proceed up the clock path to room XII. Approach and knock on the door.

**DEMONS GATE**

HP 10,000

MP 400

Best Attack Melee

Remarks Use limit breaks, especially Aeris' healing. Most magic is useless. Forget using Gravity.

Rewards Prize: Gigas Armlet

EXP: 3,800

AP: 210

Gil: 4,000



After you win, Cait Sith helps out again and a surreal sequence of events occurs. The temple implodes and disappears, replaced by a Black materia. Cloud eagerly grabs this materia but is then mesmerized by Sephiroth and has no choice but to give the Black materia to the scoundrel. Aeris tries to revive Cloud, but the disoriented Cloud unintentionally turns on her. Barret steps in to stop the insanity.

In Cloud's dream, Aeris emerges in a dense, magical forest. Cloud appears in time to see Aeris bid him good-bye. She then runs deeper into the forest alone. A strong force prevents Cloud from following—Sephiroth again!

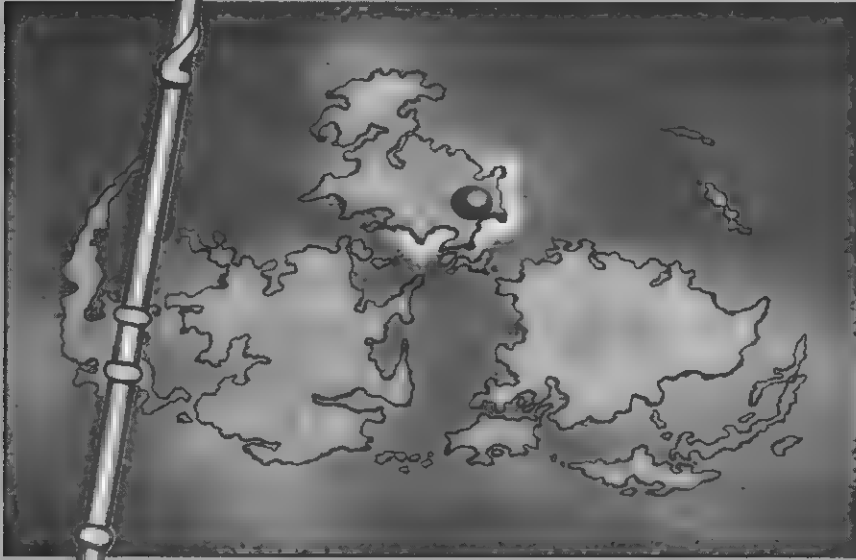
When Cloud comes to, Aeris is gone, and he finds himself in the inn at Gongaga with his companions. Re-form the party and leave town. You'll find the *Tiny Bronco* conveniently parked at the beach. Be sure to save the game when you have the opportunity.

Hop on the plane, and fly east, north, and then west along the river dividing the West Continent. Keep flying north and then east to the location dot at the southeastern tip of the North Continent.



## CHAPTER IX

# North Continent



**A**s our heroes head north, more amazing adventures await them. First they blast into an archeological dig, maneuver through a dense, spooky forest, and explore an ancient city shaped like a seashell. After a shocking turn of events, the heroes continue their exploration of the north country. What with scaling an icy mountain slope, snowboarding, and foiling Shinra and Sephiroth, you'll have little time for rest.



## Bone Village

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	35
Landmark(s)	Due north of the West Continent
Earlier Development(s)	Conquered the Temple of the Ancients
Goal(s)	Acquire the Lunar Harp to navigate the Sleeping Forest
Save Point(s)	None
Weapon Shop	Diamond Bangle, Rune Armlet

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Bone Village sits on the edge of the Sleeping Forest. When you arrive, you're now back in the exact forest where Aeris disappeared. Ask the villagers, and they'll tell you that passing through the forest is impossible without a special object, the Lunar Harp. Only with the Harp in hand can you hope to pursue Aeris through the forest and beyond.

Speak to the foreman near the entrance to the forest to begin the procedure for finding the Lunar Harp. Pay for five diggers, and position them in a relatively tight circle, spanning various levels. They'll use the detonation you set off to estimate where the Harp is.

Appoint a single digger to continue the search all night, on the highest level near the tent. In the morning, you may be happily surprised. If not, try the search procedure again.

**TIP** *The Lunar Harp is always buried just southwest of the tent in the upper portion of the village.*

Once you have the Lunar Harp, head into the forest. You'll soon be given an opportunity to

snag the elusive Kjata materia as it flits in and out of sight. Keep advancing northward. Ascend the rocky pathway south of the pink coral, pass through the tree trunk, and head north, then west, and finally east along another rocky pathway. Just ahead is a curious, shell-shaped city. Head straight for it!



## City of the Ancients

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### ADVANCE INTELLIGENCE REPORT

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<b>Recommended EXP Level</b>	<b>38</b>
<b>Landmark(s)</b>	<b>Just past the Sleeping Forest</b>
<b>Earlier Development(s)</b>	<b>Recovered the Lunar Harp in Bone Village</b>
<b>Goal(s)</b>	<b>Find out what happens to Aeris</b>
<b>Key Item(s)</b>	<b>None</b>
<b>Save Point(s)</b>	<b>Several</b>

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Three paths diverge at the entrance to the City of the Ancients.

The west branch sweeps north to a house with a save point, from which an easterly path leads to a shrine. Keep heading east to a chamber, and then go north behind the stairs. Descend to a narrow stone bridge with a large crystal at the end. Nothing more can be done here, at least for now.

Back at the crossroads, take the east path as it branches off. Progress east to a conical house and pick up the Comet materia here. Then head north to another conical house; go up the ladder to rest and procure the Enemy Skill materia. Continue along the path. The next eastern feeder is blocked, a dead end. Heading west you come to the southwestern portion of the crystal room.

Go back to the crossroads. The north path leads to a shell-shaped structure. (If you came here before visiting the other structures a fish statue prevented descent.) Climb down the winding staircase. Exit in a strange antechamber, at a save point. Down the two sets of steps, Cloud hops onto a large pole leading northward.

Just ahead he finds Aeris, praying! Cloud makes his way over to her. In another flash of madness, Cloud draws his sword and takes aim at Aeris. Sephiroth must be manipulating Cloud again! The other members of the party try to help, but then Sephiroth himself appears. Aeris looks longingly at Cloud—for what will be the very last time.

Sephiroth deals Aeris a mortal blow, and the beautiful heroine and healer dies in Cloud's arms. A mysterious White materia emerges from her fallen body. Sephiroth flies away, leaving behind a special present, the Jenova\*Life boss.

**JENOVA\* LIFE****HP** 10,000**MP** 300**Best Attack** Melee**Remarks** Use the Water Ring. Keep away from Summon spells, except Bahamut and Odin. Cast Haste quickly.**Rewards** Prize: none**EXP:** 4,000**AP:** 340**Gil:** 1,500

**NOTE** *As much as everyone wants to, there is absolutely, positively no way to revive Aeris.*

When the boss goes down, the heroes console Cloud and bid farewell to the fallen Aeris. Cloud lovingly commends her body to the waters of a nearby lake. The heroes vow to fight on and avenge her death.

Leaving the conical house, the party spots Sephiroth. Take the eastern path (the one that was previously blocked), and follow him. (Bear in mind, all the damage you took in the last boss battle remains.)

Climb the bony, ribbed structure in the next area. Wind around it carefully to the top. Then go west into the Corral Valley cave. (Near the ladder's boom is an MP Plus materia.) Work your way to the cave's pinnacle and then advance east to another cave.

Finally, go north to the Overworld. Check the map, and proceed to the location dot at the North Continent's midwestern edge.

## The Icicle Inn

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### ADVANCE INTELLIGENCE REPORT

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**Recommended EXP Level** 40**Landmark(s)** West and north from the City of the Ancients**Earlier Developments** Aeris lost her life

<b>Goal(s)</b>	Get the Great Glacier map and a snowboard and proceed to the Great Glacier
<b>Save Point(s)(s)</b>	None
<b>Inn(s)</b>	200
<b>Weapon Shop</b>	Organics (Cloud), Dragon Claw (Tifa), Microlaser (Barret), Adaman Clip (Red XIII), Hawk Eye (Yuffie), Red M-Phone (Cait Sith), Mast Ax (Cid), Lariat (Vincent)

Start exploring the village by taking the path due north. The house once owned by Aeris' true mother is here. She's gone, but you should examine everything in her dwelling. Also visit the inn. When you try to leave town, a man in purple garb blocks your exit. Then you'll have to endure an encounter with some Shinra bullies, Elena, and some soldiers.



**NOTE** *At the end of this encounter with the Shinra, Elena will try to knock your head off. Dodge the blow. What happens next is absolutely hysterical. Don't miss it!*

Go into the middle house and politely speak with the woman there before heading for the back room. Ask the little boy for his snowboard. Thanks, dude! Now walk over to the house closest to the snowman. Go inside and "borrow" the items in the back room. Don't forget to grab the map as well. With snowboard and map in hand, head north out of the village, unless you wish to watch the videos in the lab northwest of town. The man in purple will now let you pass.

Get ready to shred the slopes! It makes no difference how well or fast you handle the tricky snowboard obstacle course, but what fun! You emerge in a vast, white landscape.

## The Great Glacier

Check the map you took from the Icicle Inn. Unlike the game's world maps, your current location is not shown, but you should be able to easily recognize each landmark as



you encounter it. You must find the way to an isolated mountain cabin next to the towering icy cliff. On the map, the cabin is indicated by a large red checkmark.

Wander around at your leisure and locate a few treasures. Monsters attack as you plow through the snow. Return to the Icicle Inn to heal up and save, but there's no backtracking from there. You must return to the glacier.



**TIP** *This is one of the best places in the game to build up experience. Go to the glacier, kill some monsters, and then return to the Icicle Inn for a restorative night's rest. Make as many monster-hunting trips as you want—the inn will always welcome you back.*

Just before you reach the cabin, you encounter a raging blizzard. Place flag markers in the snow as landmarks. Do you feel like Hansel or Gretel dropping a trail of breadcrumbs?

If you spend too much time out in the snow, you'll collapse from exhaustion and hypothermia. If you do, you'll awaken at your target, the mountain cabin, anyway. The cabin's owner, Holzoff will heal you for free. The save point next to the entrance should come as a sight for sore eyes. Back outside, the others rejoin the party.

When you come to a lake with vapors rising from its surface, examine the waters. Don't worry about the message you see there. Keep heading left, and eventually you'll find the Added Cut materia if you're lucky. On the eastern half of the glacier, pass through some unremarkable land, mainly snow-covered ground. At a cave, talking to the denizen unleashes the Snow boss.

#### **SNOW**

**HP** 4,000

**MP** 160

**Best Attack** Melee

**Remarks** Watch out for her Fascination.

**Rewards** Prize: Alexander materia

**EXP:** 500

**AP:** 40

**Gil:** 700

## Gaea's Cliff

Due north from the cabin is a steep, ice-covered wall, Gaea's Cliff. You must maintain a warm body temperature so as not to succumb to the elements. Climb up footpaths marked by the ledge flags. .

From the first ledge, climb up four successive ledges to the first cave. Proceed north under a stone archway and through an entrance. Climb the west stairs, and then head east to a rock barrier. Return west, and then go south. Circle south, and go east, north, and then west. Keep winding west through the arches until you come to a large boulder perched on a ledge. Give the boulder a push to destroy the rock barrier. Follow the spiraling passage. Next, run east and south to an outdoor ledge.



### MOUNTAIN CLIMBING 101

**Raising Body Temperature** You must sustain a body temperature of between 27 and 38 degrees; to do so, tap the indicated button repeatedly. When exiting a cave, your body temperature always returns to 36 degrees. If your temperature falls dangerously close to 26 degrees and you're near a cave, duck into the cave and return back outside so you'll instantly be a toasty 36 degrees. Body temperature can only be raised on ledges and at cave entrances or exits, never on the cliff's face.

**Finding Climbing Paths** Sometimes finding the correct climbing path to reach the cliff's next ledge is difficult. Just try to latch onto the next climbing path the same way you latch onto ladders. Follow the direction in which the ledge flag blows.

To reach the next cave, keep climbing up and to the right and then left and right. Notice the large potholes in the floor and the inviting save point to the northwest. Take the northeast exit to the outdoors. (Now there's no need to keep your body temperature up!) Wind to the north then south into the cavern's top. Destroy the icicles one by one by knocking out the guardian gold bats. Leap to the cave bottom, where the fallen icicles have filled the potholes and opened a new exit to the north. Jump over the now-filled potholes.

You're outside again. Wind north, and then make a U-turn south and head south again to the ledges.



To reach the cliff's last cave, climb up to the right, then left, and finally right again. Just inside is a save point and a healing pool. Proceed east and then south down a long corridor to meet a rather nasty boss, Schizo.

#### **SCHIZO (RIGHT AND LEFT)**

**HP** 18,000 each head

**MP** 350 each head

**Best Attack** Use melee on the left head and magic on the right head.

**Remarks** Barriers, Haste, Slow, and Summon work well.

**Rewards** Prize: Dragon Fang

**EXP:** 4,500

**AP:** 250

**Gil:** 3,000

The summit is within sight! Scale the last cliff face just east of the exit. Mercifully, there's no need to watch your body heat. The summit is actually the rim of a mammoth crater.

## **Whirlwind Maze**

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### **ADVANCE INTELLIGENCE REPORT**

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<b>Recommended EXP Level</b>	<b>42</b>
<b>Landmark(s)</b>	<b>Just past Gaea's Cliff</b>
<b>Earlier Development(s)</b>	<b>Scaled Gaea's Cliff</b>
<b>Goal(s)</b>	<b>Gain a Black materia</b>
<b>Save Point(s)</b>	<b>None</b>

---

Descend into the crater. On the way down, Tifa insists on joining Cloud. Choose one other hero for the party and continue west.

Once you pass the save point, proceed north, and then head west to pass through an energy barrier. If you fail to pass through any of the next three energy barriers, you'll face combat each time.

**ENERGY DODGING**

*Inch up to the very brink of the each of the barriers where the energy flow passes. Then do the following:*

***Barrier 1** When the energy fades, rush through.*

***Barrier 2** Pick a space between the passing energy columns, which pass at equal time intervals. Run through.*

***Barrier 3** Carefully choose a space between the swirling energy masses, which pass at unequal time intervals.*

Once through these energy barriers, meander north past the collapsed, shaded entities to yet another energy barrier. The Neo Bahamut materia is nearby. In the next scene, we find Sephiroth doing what he does best: hacking away at defenseless citizens. The save point up ahead looks tempting, but Sephiroth appears and attacks from above. He's brought another playmate for you, the Jenova\*Death boss.

**JENOVA\*DEATH**

**HP** 25,000

**MP** 800

**Best Attack** Melee

**Remarks** Ignore laser and heat rays, which cure party. This is an easy fight.

**Rewards** Prize: Reflect Ring

**EXP:** 6,000

**AP:** 450

**GP:** 5,000

At the nearby save point, procure the MP Turbo materia.

Cloud regains the Black materia! Have Cloud give this valuable orb to Red XIII for safekeeping. Rush north to another energy field and go through when the energy and lightning subside.

Several disturbing flashbacks appear. At first, it looks like a repeat of the scene in which Sephiroth and Cloud arrived in Nibelheim. On closer examination, though, the person accompanying Sephiroth is not Cloud! (An old photograph confirms this.) Cloud now realizes that, like Sephiroth, he is nothing more than a Jenova Project creation. Cloud gives up the Black materia and vanishes!



Seven days later, all the heroes except Cloud surface on Cid's airship, *Highwind*. However, these days Rufus and other Shinra thugs control the airship. Barret and Tifa witness Sephiroth summon an enormous meteor!



#### THE SLEEPING MAN DETOUR

With the *Highwind* or a bred chocobo, find a cave set into a hill just southeast of Midgar. Find a man sleeping inside, and he gives you information about the number of combat victories you've achieved.

If your last two digits match and are odd, he'll give you Mythril.

If your last two digits match and are even, he'll give you an item (usually a Bolt Ring or an Ice Ring).

If you receive Mythril, go talk at the weaponsmith's hut near the Gold Saucer. If you wish to give up the Mythril, you can choose the goodies inside the big chest or trade it in for Aeris' Level 4 limit break manual.

## CHAPTER X

# Globe-Trotting



**L**ike a ping-pong ball, the party bounces all over the map. First they're in for a brush with danger at the naval base, and then they're off to the west to stop a speeding train from pulverizing a town. Next the heroes go eastward, where they'll try to discover the secrets of the condor-topped outcropping you first saw when you emerged from the Mythrill mine.



Cloud disappears for a quite a long time. On his return, he joins the gang for an underwater hunt. From there, the heroes go up, up, and away in Cid's rocket to save Midgar from destruction. Hold on to your hat—it's going to be a fast ride!

## ..... East Continent: Cannon Naval Base

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### ADVANCE INTELLIGENCE REPORT

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<b>Recommended EXP Level</b>	<b>44</b>
<b>Landmark(s)</b>	<b>Northwestern border of East Continent</b>
<b>Earlier Development(s)</b>	<b>Steered through the Whirlwind Maze; Cloud vanished</b>
<b>Goal(s)</b>	<b>Retrieve Cid's airship and reunite with Cloud in Mideel</b>
<b>Save Point(s)</b>	<b>Several</b>

---

Back at the Cannon Naval Base, Barret and Tifa are prisoners, scheduled for execution by Rufus and Scarlet, another vicious Shinra lackey. Follow the baddies south into the next room, save the game, and then go downstairs. Head west along the balcony, down another stairway, south into a guarded area, and south again into a crowded pressroom. Scarlet straps down Tifa in a gas chamber that lies just south of the pressroom. On the way out of the chamber, notice that she drops the gas chamber key.

Cannon Naval Base's alarms suddenly begin blaring. The meteor summoning has unleashed an immense mechanical aquatic monster, which is heading directly for the base. As the pressroom empties, the disguised Cait Sith reveals himself, punches out Scarlet, and helps Barret fight a couple of guards. Unfortunately, you can't enter the gas chamber to rescue Tifa.

A fierce battle ensues between the Shinra forces and the monster, ending with a massive collision. With Cait Sith in tow, exit north back to the now-empty pressroom. Run east, and then south out the door to the base's cannon level. (Random combats resume!) The first monster was just an appetizer. Now a humongous contraption called Weapon, created by Sephiroth with Black materia, makes a beeline for the base.

Run west toward Yuffie, who is camouflaged as a news photographer. She reveals herself and joins Barret and Cait Sith. Make sure Yuffie and Cait Sith have all their materia slots filled. Proceed west onto a huge platform. Flip the switch to ascend to the base's airship level. Head straight for the *Highwind*.

Meanwhile, Tifa is still in very hot water, as poison gas begins to fill the chamber. Have Tifa retrieve the dropped key, and then liberate her from the chair.



### **BREAKING TIFA FREE**

*Pressing Control several times will bring the key close to Tifa's body. Then experiment with button combinations to free her from the chair.*



**NOTE** *Almost all of the Final Fantasy VII world is now available for exploration, but you still need bred chocobos to reach a few remote and special places.*

Once freed, Tifa should stop the gas flow by examining the area just to the right of the chair. Whew, that's better. Now examine the door. Weapon's attack rocked the naval base, causing a huge hole to open in the gas chamber's wall. Descend the tower structure, which is actually the cannon's main frame. Advance north along the top of the cannon until Scarlet reappears. Fight back this time.

Whether you win or lose the slap fight, watch Barret and the other heroes rescue Tifa. Follow Barret and Cait Sith down the two sets of stairs into the bowels of the airship. Pass the Operation Room, go east to the cockpit, and talk to Cid and Red XIII.

### **MAGICAL MYSTERY TOUR**

Now that the *Highwind* is available, the heroes have no further need for the land buggy, *Tiny Bronco*, or even the snowboard. The *Highwind* opens up long-distance, quick, encounter-free rides across the entire game world. You may want to use it to explore the off-the-beaten-track Materia Caves, and the two uncharted islands. Soon, the whole world will be your oyster. So breed those chocobos (see Appendix D), and backtrack, if necessary, to pick up new equipment or materia.

#### ***Back to Midgar (on foot)***

If you happened to venture back to Midgar on foot late in the game, you noticed a man outside babbling about some kind of key. Back at Bone Village, dig and retrieve the key near the nose of the crashed airplane on the lower level. Then re-enter your old slum stomping grounds.



When Cid asks Tifa to check out operations, Tifa should head to the Operation Room. The crewman there lets you re-form a party of three. From now on, this crewman acts as a save point, and he also provides the added benefit of completing replenishing your HP and MP. Now it's time for Tifa to take control of the *Highwind* from the pilot and head for the island destination proposed by Red XIII.

Check out the world map. To the far north, notice the Northern Cave. The meteor looms ominously in the distant sky.

Fly due southeast to the locator dot on the large island, Southeast Island. Land the *Highwind* on the grass near the village by hovering just above the ground.

## Southeast Island: Mideel

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	46
Landmark(s)	Eastern area of Southeast Island
Earlier Development(s)	Escaped from Cannon Naval Base
Goal(s)	Reunite with Cloud
Save Point(s)	None
Inn(s)	Free (Nurse)
Item Shop	Yes
Materia Shop	HP Plus (8,000), MP Plus (8,000), Transform (5,000), Gravity (8,000), Demi (8,000), Destruct (9,000), Fire (600)*, Ice (600)*, Lightning (600)*, Restore (750)*
Weapon Shop	Crystal Sword (Cloud), Crystal Glove (Tifa), AM Cannon (Barret), Crystal Comb (Red XIII), Crystal Cross (Yuffie), Crystal M-Phone (Cait Sith), Partisan (Cid), Winchester (Vincent), Crystal Bangle, Wizard Bracelet
Accessory Shop	Amulet, Fire Ring, Ice Ring, Bolt Ring, Fairy Ring, Jem Ring, White Cape

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\* Available after defeating Hojo

Pet the animal in the village square, and learn from the gossiping villagers that Cloud is here! (I guess the really big sword gave him away!) Feed the peppy kid's chocobo some Mimett Greens obtainable at the chocobo ranch, and pet the choco behind the ears. Voilà, the Contain materia!

Cloud suffers from a severe overdose of mako energy and must recuperate. Tifa decides to stay behind with him.

All the other heroes appear on the *Highwind*, and Cid now takes the lead. Re-form a party in the Operations Room. Have Cid take control of the airship, land back at Mideel, and reenter the town for additional explorations.

Reboard the *Highwind*, and set a new course for North Corel on the West Continent. Land just outside North Corel, and then head to the mako reactor by exiting the town under the big sign and using the large suspension bridge to the northeast.

## West Continent

After dispatching the pair of guards, the heroes hear a train whistle in the distance. The train's destination is North Corel. It's on a mission of destruction, part of Shinra's masterplot. The party hops onto a trailing car. Catch the train on the parallel track, jump on the fifth car to the rear, and then fight five successive battles to reach the engineer's cabin. Slow down the train enough to save the town.



### **DERAILING THE NORTH COREL EXPRESS IN 10 MINUTES**

*Stopping the Train* The five battles are not too difficult, as none of the monsters are of boss level, but you should not linger. Take no actions that waste precious time, like using Summon materia or limit breaks that require a one-turn wait.

*Cast big-ticket spells to finish these monsters off in a hurry. Once at the engineer's controls, have Cid work the controls in quick, steady taps to slow the train before it demolishes North Corel.*



**TIP** Acquiring Huge materia #1 is optional.

You receive Huge materia #1 and the powerful Spell materia Ultima for your heroics. The next morning, go to the house below the inn and a lady in a hat will give you Barret's Level 4 limit break manual. If you fail to stop the train in time, you'll still get Huge materia #1, but you must pay 50,000 gil to buy the Ultima materia from a little boy in the empty coal car.



Retrace your steps to the *Highwind*, and fly to Fort Condor, just past the exit from the Mythril cave to the southeast of Junon and Cannon Naval Base.

## Side Quest: The Ancient Forest

.....

Just east of Cosmo Canyon sits a grassy structure on the mesa. You can get in by riding a bred chocobo. The surrounding forest is home to important materia (Slash-All and Typoon), as well as Cloud's Apocalypse sword, one of the rare weapons with triple materia growth. The forest is complicated, and some trial and error is required, but the trouble is worth it.

### Area 1

Pass under the bridge, and place three frogs in the hanging bags. Jump over the chasm. Descend to the big, angry plant. Retrieve the bag, and a nice weapon for Vincent. Head east, climb the pink vine, bypass the tree, and go east.

### Area 2

Pick up a frog, and then leap to the ledge. Put the frog in the bag, and leap across to the second (already full) bag. On the ground, with a frog, climb onto the green ledge to the right. Release the frog, and leap onto the left bag. Take the wasp's nest. Jump down. Stand near the small snapping plant, and then release the nest. The nest should fly backward and land in the plant, which will snap it up. Take the Slash-All materia. Pick up the big frog again. Climb to the green ledge again, and let the frog jump into the right bag. Jump on it, and wait until you are thrust to the opposite side of the huge snapping plant. To the right is the next zone.

### Area 3

Grab two frogs, toss them into the bags, and leap across to the pink vine. At the tree-tops, go left and then down the trunk to reach the big bag. If you have trouble staying on high, hop back down, repeat the last few steps to get across the plant, get into the next screen, and return to the treetops.

Once aloft, climb to the uppermost branch and head right, and then make your way toward the broken branch. Cloud should vault across three pink vines and land on another branch. Go south to get yet another item bag holding Typoon. Swing back across the vines, and take the lower branch behind the leaves to the ground (look for a path leading right).



On the ground, grab a frog. There are two bags to your right; look for a high ledge beneath them, stand on it, and toss the frog into the bag. Then hop onto it and make your way over to the second bag and then to the ledge with the wasp's nest. Take it, and drop to the ground. Approach the snapping plant and release the nest, which will close.

Pick up a small frog and move past the plant. Stand on the left ledge and release the frog; it will jump into the nearby bag. Hop across the bag to the ground. Run to the left and grab a frog. Put it in the hollow in the adjacent tree, and a big frog will jump out. Take it, and go back the way you came (put the big frog in the bag, jump to the other side, and wait for it to land nearby). Grab the frog, go to the far right ledge, and release it into the bag. Now, stand on the bag and wait for the frog to escape. Doing this sends you flying across the gap to a cave entrance. In the cave, walk to the right to find a chest with the Apocalypse sword. Exit through the opening to your left.

## ..... East Continent: Fort Condor

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### ADVANCE INTELLIGENCE REPORT

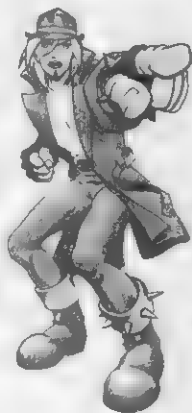
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<b>Recommended EXP Level</b>	<b>48</b>
<b>Landmark(s)</b>	<b>Southeast of Junon and Cannon Naval Base</b>
<b>Earlier Development(s)</b>	<b>Obtained Huge materia #1 after North Corel train ride</b>
<b>Goal(s)</b>	<b>Get Huge materia #2</b>
<b>Save Point(s)</b>	<b>Downstairs bedroom</b>
<b>Inn(s)</b>	<b>Free</b>
<b>Item Shop</b>	<b>Yes</b>
<b>Materia Shop</b>	<b>Fire ( 600), Lightning (600), Ice (600), Restore (750), Throw (10,000)*, Manipulate (10,000)*, Deathblow (10,000)*, Destruct (9,000)*, All (20,000)*</b>

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\* Available after visiting Icicle Inn

Remember this place, just south of the Mythril mine on the East Continent? Seems like ages ago, doesn't it?



**TIP** *Acquiring Huge materia #2 is optional.*

Tell the guard that you wish to help fight Shinra. Climb up to the middle floor and speak to the old man seated at the table about the impending battle. At stake is Huge materia #2, quite a prize.

Climb the rope ladder to the northwest, next to an upward-pointing arrow. Go up a flight of stairs to the battlefield monitor and receive battle instructions for a real-time war simulation. If you're a real-time strategy gamer, what follows will be right up your alley.

If you lose the battle, fight a boss in regular combat mode. Either way, rush back topside to the door west of the battlefield monitor to retrieve the powerful Phoenix Summon materia once the egg hatches. Return inside to the old man at the table to receive Huge materia #2.

Then fly back to Mideel to check on Cloud and Tifa.

### THE MATERIA CAVES

Four caves that are accessible only by bred chocobo hold high-quality materia.

- **Wutai Area (Mime):** With any bred chocobo, find this cave east of the twin bridges in the central part of the island.
- **North Corel Area (HP<->MP):** With any bred chocobo, you can locate this cave just over the mountains from Barret's hometown.
- **Mideel Area (Quadra Magic):** On board a blue, black, or gold chocobo, proceed to this cave, which you've probably noticed while flying around Mideel.
- **Round Island (Knights of the Round):** With a gold chocobo only, head northeast of the Goblin Islands northeast of the East Continent. Your reward is one of the game's most powerful spells!

**WAR GAMES**

*You need about 15,000 gil to acquire and deploy sufficient troops, catapults, stoners, and tristoners. Place catapults and stoners to the rear, grunts in the front lines (directly next to the enemy), and the honor guards in between. Once you see what direction the enemy moves, marshal new troops and move old troops directly in their path. Hanging back is definitely an option here.*

## Southeast Island: Return to Mideel

.....

Cloud is still in a bad way. Speak to Tifa. When the earth begins shaking, run outside to investigate. A fearsome black dragon, called the Ultimate Weapon, hovers over the village, and its wings cause considerable destruction. Suddenly, the dragon lands.

**ULTIMATE WEAPON**

**HP** 80,000

**MP** 500

**Best Attack** Magic

**Remarks** Use Haste and Summon. Its final attack is a doozy.

**Rewards** Prize: Cloud's Ultimate Weapon, Ultima

**EXP:** 50,000

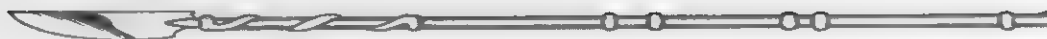
**AP:** 10,000

**Gil:** 35,000



**TIP** After it escapes, you can goad the Ultimate Weapon into more combat if you catch it floating in the sky, but it'll always fly away after a round or two. Later on you will be able to fight it to the death over Cosmo Canyon.

Like the Shinra bullies, the dragon takes some damage and then flees the scene. In its wake, the village is destroyed. Tifa and Cloud try to make their way toward safety but fall into a dark void instead.



### SPECIAL BATTLE

After you defeat the Ultimate Weapon, return to the Gold Saucer. Put Cloud in your party, and equip him with the Ultima ultimate weapon. He must also be able to use all Level 1 through Level 3 limit breaks. Put Cloud through the rigors of the Battle Square to win the Omnislash and the W-Summon. Use Omnislash, and equip the ultimate weapon and the W-Summon materia. After the lady at the desk invites you to participate in the Special Battle, you must win eight consecutive fights against eight bosses. (Consult some of the boss stat entries to pick up tips on fighting these biggies.) If you defeat them all, Cloud receives the Final Attack materia.

## The Lifestream

Surfacing on an eerie floating platform, Tifa helps Cloud search his memory to find his true identity. Three Clouds appear around the platform.



**TIP** *Though Mideel has been reduced to a huge hole in the ground, a population remains to offer a variety of goods and services.*

moves to the rocky paths behind the City of the Ancients, across the bridge, and back to Nibelheim.

Next, relive Sephiroth's near-murder of Tifa in the Jenova Project chamber. Learn that Cloud was a low-ranking guard—not a special protégé of Sephiroth's. As a guard, Cloud defied the evil deeds done by the villain. As it turns out, it was Zack, not Cloud, who accompanied Sephiroth and trashed the town.

Approach the north Cloud first. Relive the Nibelheim incident for the third time in the game. Were Cloud and Tifa not childhood friends after all? Converse with the west Cloud next. Float skyward back to the time when Cloud made that important promise to protect Tifa forever.

Now, speak to the east Cloud, and a new arrival—a baby Cloud—appears and transports you back to Tifa's house. From there, the dream

Back on the platform, the Clouds merge with yet another apparition. Tifa has done it! Cloud has reintegrated his memory and has rediscovered his true, gallant self. They awaken amidst their friends in a ruined Mideel.

In the Operation Room of the *Highwind*, Cloud again takes command, just as in the good old days. He appears in the cockpit to cheers from the faithful. Return quickly to the Operation Room to re-form the party. Definitely save the game after this long interlude, and be sure to equip Cloud with new materia.

Fly to Junon and the Cannon Naval Base. The murky ocean depths await!

## ..... East Continent: Undersea Reactor

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### ADVANCE INTELLIGENCE REPORT

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<b>Recommended EXP Level</b>	<b>50</b>
<b>Landmark(s)</b>	<b>Cannon Naval Base</b>
<b>Earlier Development(s)</b>	<b>Cloud returns to normal. Acquire Huge Materia #2</b>
<b>Goal(s)</b>	<b>Get Huge materia #3.</b>
<b>Save Point(s)</b>	<b>Several</b>

---

Enter Junon. For 10 gil, the naval base guard at the west end of town lets you enter. Take the moving platform up, and exit west. Your old stomping grounds, outside the base's locker room! A save point! Move west along the main drag past a dog to the base elevator. Head west still further to a small alleyway. Proceed toward the drill sergeant to the south. At the end of the passage enter the door 1 lift. Oops, there are a few guards here.

Depart the elevator and take out more guards. From the elevator, go east, down through a door, west down two stairways, through another door, east down the stairs to a save point, and south into another elevator. Take the moving platform down, and exit west. Run north up the small passageway to an underwater tunnel. Run north through the tunnel.

**TIP** *Acquiring Huge materia #3 is optional.*

Straight ahead, there's the base's underwater reactor, and a massive submarine complex. Go closer by examining the elevator control, marked by a





bright light. Run west along the submarine pen catwalk, past the gray and red subs. Through the west door is another save point. Go north up the passage to the pens. Annihilate the attacking guards, and then tackle those to the east.

Go through the door to another catwalk. Follow it around to the east. Stop and inspect the strange contraption. That's the Huge materia #3 that they are loading into the red sub.

Enter the east door. What have we here—the red submarine, Shinra bully Reno, and Carry Armor, a fearsome robot!

#### **CARRY ARMOR**

<b>HP</b>	<b>Body 24,000; 2 arms 12,000 each</b>
<b>MP</b>	<b>Body 200; 2 arms 100, 200</b>
<b>Best Attack</b>	<b>Magic</b>
<b>Remarks</b>	<b>Destroy the arms first. Use Summon materia. Free captive heroes by killing the arm that binds.</b>
<b>Rewards</b>	<b>Prize: God's Hand</b>
<b>EXP: 5,000</b>	
<b>AP: 450</b>	
<b>Gil: 4,000</b>	

The red submarine has departed the facility. Run east, north, and then west to reach the gray submarine ahead. (Don't forget to pick up the Leviathan Scales for use in Wutai.) Now move up the stairs to fight two sets of guards. Board the sub. Before you can use that inviting save point just ahead, however, you'll need to dispatch one more set of guards. Move onto the bridge, deal with the captain and his guards, and examine the pilot's chair. Shove off.



#### **UNDERWATER WAR GAMES**

*The 10-minute time limit should give you plenty of time. Keep away from the tunnel's sides or the sub might get hopelessly stuck. Proceed slowly, and carefully line up your torpedo shots. Dodge incoming missiles and avoid the mines. Focus on the red submarine, and try to sink it.*

If you take out the red submarine, you can pick up Huge materia #3, and glide calmly into Junon's dock. If you don't, the heroes escape the sub and surface on Junon beach, next to Priscilla's playful dolphin. Once in Junon, re-enter the naval base to the west.

Retrace your steps from the last time you entered the base. Take the moving platform up, and exit west. Move west past the elevator to the small alleyway. Step into the

door 1 lift, exit, and attack two guard groups playing with the barking dog. Pet the dog and it conveniently moves away from the door. Enter.

The red submarine has returned! Pet the dog twice more along the sub's gangway, hop into the sub, and intimidate the guards. On the bridge, spare the crew, if you wish. Take the bridge. Guide the sub to the Junon surface pen.

## ..... Underwater Adventures

### ADVANCE INTELLIGENCE REPORT

Recommended EXP Level	52
Landmark(s)	None
Earlier Development(s)	Acquire a submarine at the naval base
Goal(s)	Key of the Ancients
Save Point(s)	Several

The next part of the adventure takes place completely underwater in the submarine.

### Sunken Shinra Gelnika Plane

Pilot the sub due west to the spire peninsula on the eastern edge of the West Continent. Move around the spire's northern tip, and then head straight south until landfall. Using the sub's side view, watch as the Gold Saucer comes into view. Dive! Dive! A sunken plane!



**WARNING** Monitor your Limit Break gauges, and save limit breaks. The upcoming boss fight will be especially difficult if you don't.

Enter the plane by climbing down a ladder. From the save point, go through the north door for some tough fights and valuable treasures.

Go west into a side room. To your incredible surprise, Shinra Turks Rude and Reno are there, and in no mood for polite conversation.

#### **RUDE (BALDIE) AND RENO (WEAPON WIELDER)**

HP                      Baldie: 20,000  
                               Weapon Wielder: 15,000



<b>MP</b>	<b>Baldie: 280</b> <b>Weapon Wielder: 230</b>
<b>Best Attack</b>	<b>Magic</b>
<b>Remarks</b>	<b>Watch out for Confusion. Use Summon and Haste. Use Level 3 limit breaks, particularly Cloud's Meteorain.</b>
<b>Rewards</b>	<b>Prize: Elixir</b>
<b>EXP: 5,000</b>	
<b>AP: 550</b>	
<b>Gil: 7,000</b>	

Like all the Shinras so far, these goons leave the scene in a mighty hurry when you beat them up. Return east to the save point because the combats in the sunken ship are difficult. Pillage every chest in the plane. You'll find Yuffie's ultimate weapon (Conformer), the Hades and Double Cut materia, and Cid's Level 4 limit break manual (Highwind).

## Northern Islands



**WARNING** *The submarine cannot surface in narrow undersea trenches.*

Directly southwest of the North Continent, steer the sub below a small three-island chain. Underwater, curve along a lengthy trench to a thin, vertical spire. Float right up to it and receive the valuable Key to the Ancients. (Remember the City of the Ancients shrine?)

Head back to Junon. Board the *Highwind* (indicated by the white dot on the world map), and take off for Rocket Town on the West Continent to the northwest.

## Side Quest: The Emerald and Ruby Weapons

Even tougher than Sephiroth, these horrendous monsters each possess in excess of 1 million HP. Their attacks are so devastating that they can wipe out the entire party in just a combat round or two.

You must defeat the Emerald Weapon first. Then the Ruby Weapon appears. Destroying these horrors is entirely optional but bears wonderful fruit. Good luck!

## Defeating the Emerald Weapon

The Emerald Weapon is easy to find. Just dive in your submarine outside the Junon dock. But first, a “little” preparation.



**TIP** Morph a Ghost Ship in Junon's underwater reactor to receive a Guide Book. Trade this to the Kalm Traveler, after the Cannon Naval Base is attacked, for an Underwater materia. This negates the 20-minute time limit for the battle with the Emerald Weapon.

Choose Cloud's two accomplices. It's best if each has their ultimate weapon, with plenty of materia attached. Barret and Yuffie are good picks because their ultimate weapons do damage based on differences in strength between them and their opponent. And this opponent is a lot stronger! Of course, equip your most useful materia. Tons of restorative and life-giving items are must-haves.

Here's what you're up against:

### EMERALD WEAPON

HP	1,000,000
MP	100
Best Attack	See below
Remarks	See below
Rewards	Prize: Earth Harp
EXP: 50,000	
AP: 50,000	
Gil: 50,000	

While several strategies are possible, this one seems to work best:

- Equip each character with Revive and HP Plus materia to get them as close to 9,999 HP as possible. Fill remaining slots with Counter Attack.
- Stand pat when the combat begins. When the Emerald Weapon attacks, a hero will counterattack once for each Counter Attack they've equipped. If the Emerald Weapon hits everyone, and you've filled up with Counter Attack materia, you can attack up to 30 times in retribution!



This monster has four Eyes. When all four Eyes are killed, the monster will attack for a few rounds and then rejuvenate and re-expose all four Eyes. The big problem is the Emerald Weapon's Aire Tam Storm, which it uses when all of the Eyes have been destroyed. The damage that it does means that, normally, your only option would be to use a Final Attack linked to Revive or Phoenix materia in order to revive yourself after being killed. Equip everyone with an Escort Guard to counter this.

#### THE EYES

HP	25,000
MP	0 (everything else is shared.) <Eye A>: Causes 5,000+ damage to one opponent <Eye B>: Drains 550+ MP from one opponent
Remarks	Once the Emerald Weapon exposes these, they will continually fire beams at your party. It's a good idea to kill them all as soon as possible, but watch out for the Weapon's Aire Tam Storm attack after destroying the last Eye.

Your reward is the Earth Harp. Take this to the Kalm Traveler, after the Cannon Naval Base is attacked, for a free Master Summon, Master Magic, and Master Command set of materia! Was it worth it? You bet!

### Defeating the Ruby Weapon

Once the Emerald Weapon is history and you're armed with those shiny, new Master materia, head for the Gold Saucer desert area. Choose any three heroes you wish, and give them some sort of Fire protection. Recommended materia to equip are: Master Command, or Mime, Master Summon, or Hades, Knights of the Round, HP Absorb, Revive, and HP Plus. Stock up on restorative and curative items, preferably those that affect everyone at once.

#### RUBY WEAPON

HP	1,000,000
MP	2,000
Best Attack	See below
Remarks	See below
Rewards	Prize: Desert Rose
EXP: 50,000	
AP: 50,000	
Gil: 50,000	

**THE RUBY TENTACLES****HP** 25,000**MP** 0 (Everything else shared)

&lt;tentacle A&gt;: Causes variable damage to one opponent)

&lt;tentacle B&gt;: Drains variable MP from one opponent)

Generally, you don't have to worry about these two parts of the Ruby Weapon. The damage they inflict varies, but their ability to sap MP can be a problem if you're forced to stop mimicking Knights of the Round + Hades and revive a character. Keep plenty of MP-restoring items on hand.



**TIP** Try this approach, which feeds off the ones above. Couple the W-Summon materia with Knights of the Round, and the others with Mime. (That's six castings in one combat round and does more than 500,000 HP of damage! Two rounds and the Emerald or Ruby Weapon is history.) Joint healing and defensive spells are a must. For extraspecial protection, combine Final Attack with Phoenix. This should resurrect all party members who are critically wounded.

Believe it or not, the best way to defeat Ruby is to get two of your characters killed off. Just have Ruby kill two of them before it performs the Whirlsand attack (which will remove one character from your party for the duration of the battle), or kill them off prior to the battle so that you start the battle with only one person. Give the character you want to keep in the battle the following materia: Master Summon + HP Absorb or Knights of the Round + HP Absorb, W-Summon, Hades, W-Summon. Give at least one character Master Command Mime, or simply give them Mimic.

In battle, once you're down to one character, the Ruby Weapon will bury its tentacles in the ground. Then revive your friends. Have someone use W-Summon, and cast Knights of the Round and Hades. All your characters should Mime that. Keep the pressure up until the Ruby Weapon dies.

Note that you can take the Desert Rose to the Kalm Traveler to get a free Gold chocobo. Of course, the only way to get Knights of the Round was to breed a Gold chocobo, so this optional side quest is rather pointless, except to earn you undeniable bragging rights!



## Return to the West Continent

Rocket travel is next, because the meteor must be destroyed forever. Head back to Cosmo Canyon and Red XIII's mentor to put the four Huge materia to good use.

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	54
Landmark(s)	Rocket Town
Earlier Development(s)	Captured Huge materia #3 in the sub battle
Goal(s)	Activate rocket ship; get Huge materia #4
Save Point(s)	Several

---

Heal up at the inn and save the game outside town. Return to the town and head north. Fight your way up the rocket ship gantry. Cid enters the party. Choose a third party member, head up the ladder, and then run east and into that waste of skin and bones, Rude.

#### RUDE (AGAIN!)

HP 9,000

MP 240

Best Attack Melee

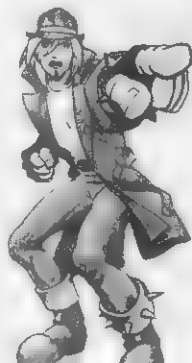
Remarks They're all powder puffs. Concentrate on Rude and the accompanying Attack Squads will go, too.

Rewards Prize: The satisfaction of chasing him off.

EXP: 3,400

AP: 80

Gil: 3,000



**TIP** *Acquiring Huge Materia #4 is optional.*

Always the wimp, Rude eventually runs off. Step into the rocket ship and go north to the ship's bridge. Without warning the ship's engine roars to life, and the vessel breaks free from its moorings and soars skyward.

After a long conversation with Cid, enter the door on the right and scale the ladder. Activate the eerily lit case and discover the codes that appear. With much fanfare, the case opens. Retrieve Huge materia #4.

Head back down to the ship's entrance. An explosion rocks the ship, trapping Cid beneath a huge piece of metal. Cid's assistant, the trusty Shera, appears and adds her strength. Once everyone frees Cid, the heroes follow Shera to an escape pod. The pod jettisons, and the rocket slams into the approaching meteor. WHOOOM! Unfortunately, the rocket could not destroy the meteor.

The scene shifts to the *Highwind's* bridge. Fly to Cosmo Canyon in the West Continent's southwest to visit Bugenhagen.

## Cosmo Canyon

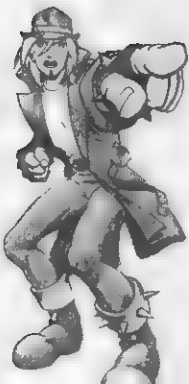
Find Bugenhagen up in his observatory. Everyone gathers round as he celebrates the acquisition of the precious Huge materia. Once the rest of the party departs, Cloud and Bugenhagen go up to view his new proud possessions.

As they come back down, they find everyone on the *Highwind's* bridge. Bugenhagen, now aboard, suggests traveling to the City of the Ancients on the North Continent. Sounds good! Land right next to the city, the only place on the planet where an airborne vehicle can land other than on grass.

## North Continent: City of the Ancients

Go west at the crossroads, and then proceed to the shrine by way of the house with the save point. Bugenhagen floats over to the blue crystal. Wind around, over the bridge, to meet him. Bugenhagen inserts the Key to the Ancients into a music box carved into a stone pillar, and a waterfall drenches the area around the crystal.

Once again at the blue crystal, watch Aeris appear in a significant vision. Back across the bridge, the heroes hear more interesting news from Cait. Shinra is harnessing all the remaining energy in Midgar and intends to use a gigantic new cannon named Sister Ray to destroy Sephiroth. Rush back to the *Highwind* parked outside of Bone Village.



**TIP** *Cactus Island, in the chain of islands not far from Cosmo Canyon, is a great place to pick up plenty of gil.*



Before entering the *Highwind*, however, the Diamond Weapon surfaces and heads toward Midgar. Now on the *Highwind*, hovering over Bone Village, the heroes ponder the upcoming battle. On to Midgar!

## ..... East Continent: Return to Midgar

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	55
Landmark(s)	West-central East Continent
Earlier Development(s)	Used Key of the Ancients in the City of the Ancients
Goal(s)	Disable the cannon
Save Point(s)	Several

---

Hang in the air over the Sister Ray cannon, now in place in Midgar, and view the Diamond Weapon monster as it approaches. Land the ship and advance toward the Diamond Weapon. Shinra is draining all of the energy from Midgar into the cannon. As the city goes dark and begins to break up, the cannon fires.

#### DIAMOND WEAPON

**HP** 50,000

**MP** 3,000

**Best Attack** Magic

**Remarks** Bolt and Ultima work. Maximum attack after countdown in the 3,000 HP range.

**Prize** Rising Sun (Steal)

The monster returns fire as the gang in the *Highwind* flies by. Before it succumbs to the Sister Ray cannon, the monster's attack blast disintegrates the shield encasing the North Continent. Once the *Highwind* is over the crater, the scene shifts back to Midgar, where Hojo is up to his old tricks, trying to fetter the remaining energy for selfish purposes.

Parachute into Midgar. Make sure you're over the city before doing so! Your goal: Hojo and the cannon.

**UNLIMITED ITEM DUPLICATION WITH W-ITEM**

*This materia has an amazing side-effect: it duplicates items usable in battle—for free! Select this command, then the first item, and then the second item. When you cancel the second item and choose another, the first item is duplicated!*

In the east passageway, use the save point. Cait Sith, Tifa, and Cid surround a wooden door in the ground. Talk to Cait, who opens the door. Prepare for tough fights as you descend a ladder, some stairs, and then another ladder. Run east and fall through the collapsed walkway. Ascend two long ladders, wind north, and then head east into a metal chute. Land, open the two treasure chests, and move down the ladder.

Once you're west of metal chute #42, run up the stairs to a save point. Crawl north in the next passage and down a ladder into a tunnel. While roaming around the tunnels, keep a lookout for the W-Item materia. When you advance north, your three favorite Shinra Turks, Elena, Reno, and Rude, show up. (If you completed Yuffie's sub-quest, you can avoid this fight.)

**ELENA, RENO, AND RUDE**

**HP** 30,000, 26,000, 24,000 each

**MP** 200–300 each

**Best Attack** Magic

**Remarks** Use Summon materia, especially Phoenix. Have one hero heal while the others fight.

**Rewards** Prize: Elixir (Big deal!)

**EXP:** 18,000

**AP:** 2,000

**Gil:** 18,000

After the Shinra do their usual disappearing act after taking damage, crawl back to the save point. Continue north. When you see Yuffie, Cid will take you back to Shinra Tower if you forgot to do something there. Otherwise, take the left fork in the tunnel. Now climb up the grillwork to the street where a towering robot, Proud Clod, who is controlled by Heidigger and Scarlet threatens the heroes.

**PROUD CLOD**

**HP** Head, Chest, Heidigger, and Scarlet, 20,000 each.

**MP** 300 each



<b>Best Attack</b>	<b>Magic</b>
<b>Remarks</b>	<b>Use Barrier, Haste, Slow, and Summon.</b>
<b>Rewards</b>	<b>Prize: Ragnarok</b>
<b>EXP: 7,000</b>	
<b>AP: 1,000</b>	
<b>Gil: 10,000</b>	

Due north is a save point. Climb the ladder to Cait Sith, and then follow him up several stairways. Advance east along the catwalk to Hojo, who's furiously working at the cannon's controls. Before approaching the mad scientist, heal up and get ready for some rock 'n' roll!

#### **HOJO, HELLETIC HOJO, AND LIFEFORM HOJO NA**

<b>HP</b>	<b>First Visage: 13,000 body. Second Visage: 26,000 body, arms 24,000, 5,000 each. Third Visage: 24,000.</b>
<b>MP</b>	<b>150–300 each</b>
<b>Best Attack</b>	<b>Melee</b>
<b>Remarks</b>	<b>Concentrate on defeating Hojo. Ignore the others—when he goes, they go. Comet works.</b>
<b>Rewards</b>	<b>Prize: Power Source</b>
<b>EXP: 28,000</b>	
<b>AP: 2,700</b>	
<b>Gil: 8,200</b>	

Hojo is history, but only seven days remain before the meteor slams into the planet, and Sephiroth lives on. Back on the *Highwind*, now rocket-powered, Cloud and the others reaffirm their resolve to eradicate Sephiroth.

Your quest is reaching its final stage. Sephiroth waits for you at the bottom of the Northern Cave. Expect to spend some terrifying moments there as *Final Fantasy VII* hurtles towards its thrilling conclusion. Before the final battle, finish looking for *Final Fantasy VII*'s hidden places, which hold mysterious characters and unique items and materia.



## CHAPTER XI

# The Northern Cave



**T**he final chapter of Final Fantasy VII begins with the Highwind hovering over the infamous Northern Cave. To save the planet, the party must descend to the cave's harrowing depths, defeat Sephiroth, and destroy the approaching meteor.



You must carefully prepare the heroes for battle. By now the heroes should be very strong and have most major spells at their disposal. Good luck!

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### ADVANCE INTELLIGENCE REPORT

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Recommended EXP Level	55 and up
Landmark(s)	North Continent
Earlier Development(s)	Defeated Hojo at Midgar's cannon control
Goal(s)	Destroy Sephiroth forever; stop the meteor from crashing into the planet; restore Midgar to its former glory; and fulfill Aeris' dream
Save Point(s)	Save Crystal

---

## The Caverns

.....

Climb out of the airship and down into the Northern Cave. Run south and wind down the spiraling stone rim. The first chest you encounter contains an invaluable Save Crystal. This special, one-time-use item creates the only save point anywhere in the Northern Cave. You can activate it whenever you like, but choose wisely!

Ledges abound in the next chamber. On certain ledges, you are given the option whether to jump or climb up. Work your way down to the bottom of the screen, pass under a rock arch, and exit to the east.

The next area has more ledges. Move east and down to the hole in the rock on the third ledge. You come to a clearing covered with dirt. Go east and then west to another

cavern with ledges. Now jump west, east, west, east, and, finally, west to the bottom of the screen. Emerge atop a ledge. Down below, the rest of the heroes wait. Clamber down the two rock needles.

Choose to take the left path, along with the other two heroes you select for the party. (Actually, the path is to the right from the heroes' perspective, but left or south on your screen.) The



**TIP** *The lower path is less of a challenge than the upper path. Either way, when you get lower into the Northern Cave, you can backtrack and see what you missed.*

remaining heroes take the right path. In the next chamber, choose the upper path to the jungle.

## The Jungle

The upper path begins in a jungle featuring a mossy lake filled with vines, reeds, and other plant life. Walk to the north along the vines, jump on the rocks, and go in the water. Stay submerged and follow the vine path around to a north exit.



**TIP** *This area is my favorite place to hang out and raise my heroes' levels. Because of this, the jungle area is an ideal place to use the Save Crystal. It's far enough into the Northern Cave to make a difference, but not too far from the Highwind.*

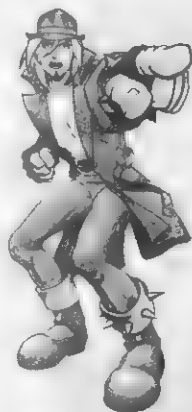
The jungle continues here. The Shield materia, most likely the last Spell materia you need to complete your set, is in this area. Also look for the W-Magic materia. Progress east along the main vine path that winds around to the north and exits to the east. A grassy crater with blinding light inside greets the party. Advance due west through a rock exit. The other path yields no spectacular items, but it seems to be a bit easier.

## The Floating Steps



**WARNING** *If the Save Crystal is still gathering dust, use it here. If you proceed down the steps, you've passed the point of no return. If the party perishes here, your last saved game will be all the way back on the Highwind.*

Both paths lead to the bottom of the Northern Cave, a steep drop-off rimmed by a rock ledge. A dozen floating stone steps lead down into menacing, intense light. Everyone gathers again. Talk with the others. Cloud collects the items the group has found along the way.



**TIP** Between battles on the steps, you can access the Main menu screen.

Time to descend the floating steps. After an unsettling rumble from deep within the cave, you are given a chance to form the party that will fight its way down to the bottom.

Expect the battles to get tougher as you get closer to the bottom of the floating steps. However, not every step results in a battle. Just so you know, if there's a combat in store, it will occur the moment you touch down on a step.

At the bottom of the floating steps is a levitating rock platform. The penultimate boss, Jenova\*Synthesis is here.

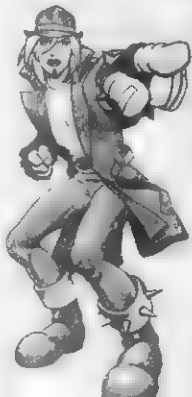
#### JENOVA\*SYNTHESIS

HP	Body 40,000; arms 12,000 each
MP	600 each
Best Attack	Combined melee and magic
Remarks	Pummel away. Combine W-Summon and Knights of the Round, and then have the next hero Mime.

After destroying the boss, the mantle crumbles beneath the party. Down, down, into a black void you fall. The party lands on a strange floating globe. Familiar music filling the background can mean only one thing. From out of the intense light steps...

## Sephiroth

Everyone floats helplessly in space as Sephiroth surfaces. This is going to be one tough battle. (Actually, more than one!) No matter how hard the heroes try, Sephiroth keeps them at bay by casting a defensive spell that produces a powerful stream of light. It's party time, for the last time!



**TIP** Sometimes you are given the chance to fight Sephiroth with two teams of three each, or with three teams of three, three, and two each. (Don't you miss Aeris?) This seems to depend on how easily you defeated Jenova\*Synthesis. Since fighting Sephiroth with more than one party probably involves some weaker heroes and makes the battles more difficult, it may make sense to put up a purposefully prolonged fight against Jenova\*Synthesis. Now you know why you should have worked on your heroes' levels equally!



**TIP** *There is no better time in all of Final Fantasy VII to face monsters with all your heroes primed to use high-level limit breaks.*

You will be given one last opportunity to choose the final party or parties, equip weapons, deploy materia, and prepare items for the final battles. Change limit break levels if necessary, unless a hero has one ready to unleash. Make sure everyone has revival and regeneration capabilities. By now everyone's weapons and bangles should have plenty of materia slots. Leave no slot empty. Consider materia that greatly enhance the

party's magic, hit point, and attribute scores. Use effective materia combos. Finally, don't forget to heal up and top off magic points after those arduous fights down the floating steps.

#### **BIZARRO SEPHIROTH**

<b>HP</b>	40,000, 10,000 a piece for the remainder
<b>MP</b>	300+ each
<b>Best Attack</b>	Combined melee and magic
<b>Remarks</b>	Pummel away. Cast high-level defensive spells first. Monster heals at 6,000 HP a pop. Have one character constantly heal or cure. Cast Phoenix, especially if any in the party perish. Melee the Head, destroy the Left and Right Magics, and then concentrate on the Core. With Knights of the Round, W-Summon, and a couple of Mimes, this could be a laugh. Switch teams to your advantage, based on their respective strengths and weaknesses.

Ready for another? Even if you had split parties for the battle against Bizarro Sephiroth, you get to choose your strongest party for the next battle.

#### **SAFER SEPHIROTH**

<b>HP</b>	70,000
<b>MP</b>	250
<b>Best Attack</b>	Combined melee and magic
<b>Remarks</b>	Cast defensive spells right away. Have one character constantly heal. Hammer away with Phoenix, W-Summon, and Knights of the Round.

As you might expect, this monster causes serious damage, often more than 2,500 hit points to all heroes, or it may wipe out all their status protections in a single blow.



Because Sephiroth's closing hit point total is relatively low, however, this battle is reasonably winnable as long as you keep your head.

You've done it. Sephiroth goes out in a blaze of disgrace. The world is saved. *Final Fantasy VII* ends!

NOT!

Our favorite villain returns to his normal form for one last mano a mano with Cloud. Both antagonists have around 5,000 HP. Luckily, Sephiroth's first shot doesn't kill Cloud. But Cloud now has his Level 4 limit break, Omnislash, even if he didn't earn it before. Cloud sends Sephiroth to the great beyond with a single tremendous blow.

As Sephiroth fades into memory, Midgar and the meteor explode in a spectacular blast. Fortunately, the dependable *Highwind* rescues our heroes out of the Northern Cave just in time. They all watch from on high as good energy flows back into Midgar, resurrecting the city and making it a nice place to live once again. Aeris' dream lives on!

*Final Fantasy VII* really ends!

Well, almost....

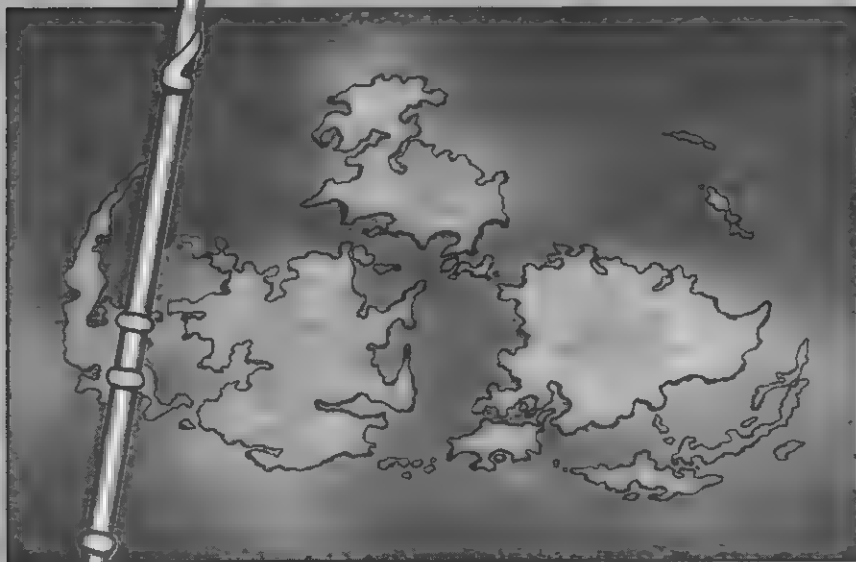
As a reward for completing the game, you'll be treated to a 10-minute animated closer. This graphically striking story is an epilogue that takes place 500 years after the game's events transpired.

*Final Fantasy VII* really, really ends!



## APPENDIX A

# Monster Compendium



**T**his monster roster gives you detailed insights into the more than 200 dark creatures that try to keep you from winning Final Fantasy VII. (Boss data is found in the boss stats features in Chapters 5 through 11.)

## Monster Roster

### KEY

EXP	Experience points earned by defeating the monster.
HP	Monster's hit points.
AP	Ability points earned by defeating the monster.
MP	Monster's magic points.
Gil	Gil earned by defeating monster.
Weakness	Attack(s) the monster is especially vulnerable to, if any.
Attacks	The attacks the monster uses. Many monsters have both a physical attack and a magical or special attack. Some attacks have names and effects similar to materia spells (like Ice2), while others are unique to these monsters.
Whereabouts	Where the monster may be found. In addition, many monsters can appear in the Gold Saucer's Battle Square (see Chapter 6).

Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
1st Ray	12	18	1	0	5	Laser		Sector 1
2-Faced	100	330	10	80	156	Cure3; Self-destruct		Corel prison
8 Eye	1,000	500	100	220	720	Darkness; Drain		Temple of the Ancients (clock passage III)
Acrophies	800	2,400	90	220	1,200	Huge Tidal Wave		Corel area
Adamantaimal	720	1,600	100	240	2,000	Light Shell; Barrier; M-barrier		Wutai area (on shore)



**WARNING** This compendium does not include morph, steal, and manipulate data on the monsters. (See the listings for the Morph, Steal, and Manipulate materia in Appendix C.) Nor does it contain lists of the items you win from various monsters. While morphing monsters into items, winning combats, and stealing from and controlling monsters can prove quite satisfying, most of what you get is relatively mundane. The game's truly important items are won from bosses or can be discovered after solving puzzles. There are two important exceptions. First, you can morph the Ghost Ship into the Guide Book needed to get the Underwater materia. Second, you should steal Carob and Zeio Nuts from Vlakorados and Goblins, so you can breed chocobos. When you control a monster, you will be able to make them attack other monsters using their various physical and magical attacks.



Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
Aero Combatant	40	190	4	0	110	Propeller; Sword Rush		Sector 7 slum
Allemande	1,300	8,000	100	200	1,360	Claw; Teardrop; Big Breath; L4 Death; L3 Flare	Wind	Northern Cave; Inside the planet
Ancient Dragon		2,400	80	450	800	Horn; Southern Cross	Gravity	Temple of the Ancients
Ark Dragon		280	10	124	180	Flame Thrower; Claw	Wind	Mythril mine
Armored Golem	2,500	10,000	100	200	2,680	Snap; Golem Laser		Inside Northern Cave
Attack Squad		1,300	10	100	420	Smoke Bullet; Machine Gun; Grenade		Junon area
Bad Rap	1,100	9,000	70	120	2,500	Big Fang; Evil Poison		In the sunken plane
Bagnarada	110	450	11	60	120	Poison Breath		Corel area
Bahba Velamyu	285	640	20	40	280	Bonecutter; Jumping Cutter; Magic Cutter; Slow; Silence		Nibelheim area
Bandersnatch	510	860	40	100	600	Bite	Fire	Icicle area
Bandit	99	360	10	0	220	Holdup (steal money); Mug (steal item/accessories)		Prison
Battery Cap	270	640	32	58	386	Four Laser; Seed Shoot		Nibelheim area
Beachplug	95	200	10	100	155	Bite; Ice		Corel area; Gold Saucer area; Gongaga area (by shore)
Behemoth	1,500	7,000	100	400	2,200	Claw; Flare		Sector 8
Bizarre Bug	420	975	40	0	340	Poison Powder		Wutai area
Black Bat	270	550	24	0	80	Blood Suck	Wind; Holy	Shinra mansion
Bloatfloat		240	9	0	125	Bodyblow; Vacuum; Hell Needle	Wind	Mt. Corel
Blood Taste	24	72	2	0	32	Tentacle Drain		No. 5 reactor
Blue Dragon	1,200	8,800	200	500	1,000	Blue Dragon Breath; Great Gale		Gaea's Cliff
Blugu	18	120	2	0	35	Hell Bubbles (cause Sleep)		Lower Sector 4 plate
Bomb	150	600	20	30	192	Bomb Blast; Fire Ball		Bridge to North Corel
Boundfat	420	500	40		350	Ice2; Dark Needle; Death Sentence		Corral Valley; Forgotten City

(continued on next page)



(continued from previous page)

Name	EXP	HP	AP	MP	GI	Attacks	Weakness	Whereabouts
Brain Pod	52	240	■	46	95	Bodyblow; Refuse	Holy	Shinra Tower
Bullmotor	92	420	9	96	140	Bodyblow; Matra Magic		Prison
Cactuar	1	200	1	20	10,000	None		Corel desert
Cactuer	1,000	6,000	100	120	1,000	1,000 Needles		Cactus Island; North Corel area
Capparwire	60	210	6	20	103	Wire Attack; Grand Spark		Juno area (mostly forest and shore zones)
Captain	850	2,000	84	90	1,050	Machine Gun		Inside submarine
Castanets	65	190	7	0	113	Scissor Spark; 2-Stage	Fire	Mythril mine
Ceasar	23	120	2	0	55	Bubble		Sewer
Christopher	2,000	6,000	140	200	1,400	Aspl; Cure2; Bolt3; Stardust March; Frog Song		Inside Northern Cave (always with Giguee)
Chuse Tank	23	36	2	0	30	Rolling Claw		Midgar (winding tunnel, lower Sector 4 plate)
Cokatolls	97	420	10	0	168	Beak; Bird Kick; Petrify Smog		Mt. Corel (west side)
Corneo's Lackey	8	42	0	0	10	Machine Gun		Corneo's mansion (2nd floor)
Corvette	1,050	3,200	■	260	2,200	Bodyblow; Spinning Cut; Gash; Slap (causes Fury)		Underwater reactor (in the glass passage)
Crawler	56	140	6	48	65	Bite; Cold Breath	Earth	Mythril mine
Crazysaw	800	3,900	80	340	1,300	Uppercut (causes Confusion); Rifle	Lightning	Sector 8 (underground)
Cripshay	26	100	3	0	53	Double Spike		Train graveyard
Cromwell	800	3,500	80	120	1,500	Normal Shell		Sector 8 (underground)
Crown Lance	225	440	23	70	400	Sleepel; Deadly Needle; Bolt	Fire	Cosmo area; Mt. Nibel area; rocket launch pad area (by the shore)
Crysales	800	1,500	80	100	600	Bite; Sleep Scales		Mideel area (mostly in forest)
Cuahl	720	1,300	70	60	■	Blaster		Gaea's cliff




Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
Custom Sweeper	63	300	7	100	120	W Machine Gun; Smog Shot; Matra Magic	Lightning	Midgar area (near Midgar City area)
Dark Dragon	5,000	14,000	350	600	2,500	Ultima; Dark Dragon Breath; Dragon Force		Inside Northern Cave
Death Claw	115	1100	10	120	168	Claw; Death Claw; Barrier; MBarrier; Laser		Corel prison
Death Dealer	1,800	7,000	200	400	1,200	Star; World; Roulette		Inside Northern Cave
Death Machine	1100	2,500	80	150	1,200	W Machine Gun; 100 Needle; Matra Magic		Junon path
Deenglow	35	120	4	72	70	Tail slash; Ice		Train graveyard
Desert Sahagin	230	580	21	0	300	Harpoon; Sandgun	Cold	Cosmo area
Devil Ride	60	240	6	0	100	Whellie; Drift Turn		Midgar area (near Midgar City area)
Diablo	1,100	4,000	70	200	1,100	Horn Bomber		Ancient forest
Diver Nest	1,340	2,800	60	100	1,250	Bodyblow; Big Wave; Tornado Wave		Underwater reactor (in the glass passage)
Doorbull	760	2,800	50	160	680	Fang; Fire Shell; Light Shell	Cold	Temple of the Ancients
Dorky Face	300	520	35	80	202	Cutter; Funny Breath; Curse (causes Silence)		Shinra mansion
Dragon	1100	3,500	110	250	1,400	Dragon Fang; Flame Thrower		Mt Nibel; Mt. Nibel cave
Dragon Rider	1,000	3,500	80	180	1110	Dual Attack; Head Hunting; Head Hunting 2; Rider Breath	Wind	Whirlwind maze
Dragon Zombie	4,000	13,000	300	400	2,800	Abnormal Breath; Body Tall; Shadow Flare; Pandora's Box	Holy	Inside Northern Cave
Dual Horn	550	2,500	45	0	1100	Angle Punch; Horn Rift		Woodlands area; Goblin Island
Eagle Gun	2,000	17,000	90	40	3,800	Single Wing Fire; Dual Wing Fire	Lightning	Shinra train (Corel Huge Materia quest)
Edgehead	370	900	36	80	1111	Scissors; Electric Burst		Wutai area
Elfadunk	64	220	7	34	140	Bodyblow; Shower (causes Sadness)		Grasslands area

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Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
Eligor	36	300	4	0	12	Mono Laser		Train graveyard
Epiolms	950	1,800	70	90	1,500	Bird Kick; Catapult; Acid Rain		Ancient forest
Evilhead	650	740	50	45	400	Blood Suck; Ultrasound (causes Silence+Darkness)		Gaea's Cliff
Flapbeat	140	330	15	60	186	Tailbeat; Flying Sickle	Wind	Gold Saucer area
Flower Prong (three different forms)								
Form 1	240	550	24	68	400	Bio2; Seed Bullet; W Laser; Pollen	Fire; Earth	Jungle (in Gongaga area)
Form 2	220	550	22	68	350	Bio2; Seed Bullet; W Laser; Pollen	Fire; Earth	Jungle (in Gongaga area)
Form 3	200	550	20	68	300	Bio2; Seed Bullet; W Laser; Pollen	Fire; Earth	Jungle (in Gongaga area)
Formula	65	240	7	100	120	Blue Impulse; Cross Impulse	Wind	Junon area
Foulander	440	800	34	100	460	Claw; Flame Dance		Wutai (Da-Chao Statue)
Frozen Nail	520	1,300	50	100	1000	Continu-Claw; Flying Sickle		Great Glacier
Gagighandl	173	480	18	55	220	Claw; Stone Stare		Gongaga area
Gargoyle	800	2,000	80	200	2,500	L4 Death		Inside Northern Cave
Garuda	520	1,400	30	200	520	Rod; Ice2; Dance (drains MP); Bolt2	Wind	Wutai (Da-Chao Statue)
Gas Ducter	900	3,000	75	200	1,100	Punch; Smog Alert		Corel train (during Corel Huge Materia quest)
Chirofelgo	380	1,600	44	0	300	None	Demi	Mansion (in Nibelheim)
Ghost	30	130	3	80	22	Drain; Fire		Train graveyard
Ghost Ship	1,600	6,600	60	100	2,000	St. Elmo's Fire; Goanna (removes a hero from battle)	Holy	Underwater reactor (in the glass passage)
Gigas	840	3,500	84	100	1000	Moon Wars		Crater
Gighee	700	5,500	60	100	600	Tail Slap; Petrif-Eye; Stardust March		Inside Northern Cave (always with Christopher)
Gl Spector	260	450	20	88	150	Skewer; Death Sentence	Fire; Holy	Cave of the Gl
Goblin	20	2,000	20	80	20	Goblin Punch; Sleepel		Goblin Island; Round Island
Golem	300	1,000	22	0	500	Megaton Punch; Finger Shot		Cosmo area
Grand Horn	180	460	15	43	100	Punch; Grand Punch		Gongaga area; Cosmo area



Name	EXP	HP	MP	MP	Gil	Attacks	Weakness	Whereabouts
Grangalan	88	550	10	60	220	Silver Wheel; Dark Eye		Corel area
Grangalan Jr.	77	330	8	30	110	Silver Wheel; Sad Eye		Corel area (part of Grangalan)
Grangalan Jr. Jr.	66	110	6	20	55	Silver Wheel		Corel area (Grangalan Jr. opens to reveal Grangalan Jr. Jr.)
Grashstrike	20	42	2	0	20	Slik (causes Slow)		Midgar (winding tunnel, 4th Street plate)
Gremlin	750	1,500	60	100	750	Claw; Bad Mouth (causes Sadness)		Whirlwind maze
Grenade	900	2,000	100	0	400	Gush; Bomb Blast		Crater
Grenade Combatant	42	130	4	0	72	Machine Gun; Hand Grenade		Shinra Tower (1st and 3rd floors)
Griffin	260	760	25	40	350	Peacock (drains MP)		Cosmo Canyon
Griffon	148	1000	14	200	210	—		Corel prison; Corel desert
Grimguard	600	880	45	120	560	Grim Rod; Ice2; Bolt2; Spin Guard		Corel Valley
Grosspanzer* Big (large gun tower)	800	4,600	80	200	3,100	Hell Bomber	Lightning	Midgar (Sector 8)
Grosspanzer* Small A (left gun tower)	600	2,900	80	160	700	Machine Gun	Lightning	Midgar (Sector 8)
Grosspanzer* Small B (right gun tower)	600	2,900	80	160	700	Machine Gun	Lightning	Midgar (Sector 8)
Grosspanzer* (main body)	400	10,000	80	300	1,400	Wheelie	Lightning	Midgar (Sector 8) Mobile
Grunt	22	40	2	0	15	Beam Gun		No. 1 reactor
Guard Hound	20	42	2	0	12	Tentacle		Sector 1; Inside the church (in Sector 5 slum)
Guard System	1,100	2,200	100	200	1,200	Machine Gun (rapid attack); Rocket Launcher; Confu Missile		Junon path
Guardian	940	4,000	60	340	500	Rocket Punch; Jumping Blow; W Rocket Punch		Underwater reactor

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Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
Gun Carrier	860	3,400	75	240	1,600	Bodyblow; Normal Shell; Abnormal Shell	Lightning	Underwater reactor
Hammer Blaster	43	210	5	0	80	Normal attack		Shinra Tower
Hard Attacker	750	2,500	58	150	600	Bodyblow		Underwater reactor
Harpy	148	800	14	200	210	Claw; Poison Storm; Aqualung		Gold Saucer area (mostly in desert pit area)
Headbomber	640	1,600	64	200	460	Dorsal Punch; Extreme Bomber		Gaea's Cliff
Head Hunter	650	2,000	80	100	1,000	Sickle; Rising Dagger		Mideel area
Heavy Tank	340	1,600	45	25	1,300	Wheelie Attack; Big Spiral		Meltdown reactor (in Gongaga area)
Hedgehog Pie	20	40	3	52	25	Fire	Cold	Inside church/church roof (in Sector 5 slum); Sector 5 slum; Sector 6
Heg	250	400	20	0	240	Halt Whip	Cold	Cave of the GI
Hell House	44	450	6	0	250	Hell Bomber; Suicide Drop; Hell Press; Lunattack		Sector 6
Helicopter VR2	72	350	8	50	130	Electromag		Junon area
Hippogriff	800	3,000	80	280	1,500	L2 Confu		Mideel area
Ho-Chu	300	8,600	25	290	330	Big Pollen; Whip Sting	Water	Gold Saucer Battle Square only
Hungry	700	2,000	60	100	600	Mini; Eat (removes an ally from battle)		Coral Valley; Frostbite Cave
Ice Golem	1,000	4,000	70	300	1,500	Cold Snap; Wide Grazer		Great Glacier; Icicle area; Gaea's Cliff
Icicle	500	3,000	0	300	0	Icicle Drop	Fire; Earth; Gravity	Gaea's Cliff
Ironite	900	2,400	48	100	680	Bodyblow; Flying Upper; Sleepel	Holy	Whirlwind maze
Iron Man	10,000	20,000	150	100	600	Adrenalin; Grand Sword	Water	Inside the planet
Jayjujaye	410	640	35	20	350	Silk (causes Slow); Thread (causes Stop)		Wutai, Da-Chao Statue
Jemnezmy	510	800	50	80	400	Cold Breath; Toad; Fascination (causes Confusion)	Poison	Temple of the Ancients (talking clock passage I)



Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
Jersey	320	500	30	100	180	Spin	If its scales are weighted to its left, it can only be attacked by magic attack; if its scales are weighted to its right, it can only be attacked by physical attack	Shinra mansion (2nd floor)
Joker	150	370	30	0	260	Spade; Club; Diamond; Heart (heals your allies); Joker (instant death)	Wind	Gold Saucer area
Jumping	400	999	30	0	50	Club Sword; Dive Kick		Icicle area
Kalm Fang	53	160	5	0	92	Fang; Bodyblow	Fire	Midgar area
Kelzmelzer	410	800	35	0	400	Claw; Liquid Poison		Woodlands area
Killbin	700	3,200	150	380	1,000	Reward varies according to cube side facing you		Whirlwind maze
Kimara Bug	190	700	19	25	278	Butterfly Attack; Stop Web; Spider Attack		Jungle (in Gongaga area)
King Behemoth	2,000	18,000	250	560	950	Bite; Comet2; King Teel		Inside Northern Cave
Kyuvilduns	340	800	34	0	368	Lay Flat	Fire	Mt. Nibel; Mt. Nibel cave; rocket launch pad area
Land Worm	400	1,500	40	80	256	Earthquake; Sand Storm	Cold	Corel desert
Lessaloploth	920	2,000	65	400	1,000	Wing Cut; Scorpion's Tail; Avalanche	Wind	Great Glacier
Laser Cannon	5	155	0	0	0	Laser Cannon; Paralysis Laser		Shinra Tower (67th floor and 68th floor)
Levrikon	65	200	7	0	128	Bird Kick; Flaming Peck		Grasslands area
Machine Gun	5	155	0	0	0	Machine Gun	Lightning	Shinra Tower (67th floor and 68th floor)
Madouge	70	220	8	0	150	Swamp Shoot		Mythril mine

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Name	EXP	HP	MP	GP	GI	Attacks	Weakness	Whereabouts
Magic Pot	8,000	4,096	1,000	128	8,500	Magic Pots steal items from you, but you'll get them back if you defeat the Pots <i>Note: Magic Pots ask for elixirs. You must use one on them before you are allowed to inflict damage on them. Angel Whisper also works if it hits; MegaElixirs do not work</i>		Inside Northern Cave
Magnade	980	1,000	50	100	1,200	Double Shield Throw; Powerful Kick	Fire; Gravity	Great Glacier
Malboro	1,000	4,400	100	900	100	Frozen Beam; Bio2; Bad Breath	Water	Gaea's Cliff; Inside Northern Crater
Maldancer	500	600	56	100	700	Claw; Dance		Corral Valley
Mandragora	55	120	6	0	135	Grass Punch; Slow Dance		Grasslands area
Manhole	900	2,500	80	110	3,000	Ice2; Fire2		Sector 8 (underground)
Marine	75	300	8	20	150	Grenade; Machine Gun; smoke gun that causes Sleep+Darkness		Machine engine room (in Shinra cargo ship)
Master Tonberry	6,000	44,444	200	100	6,800	Everyone's Grudge; Knife		Inside Northern Cave
Maximum Kilmaira	1,200	4,000	III	350	3,800	Northern Cross		Mako cannon
Midgar Zolom	250	4,000	25	348	400	Bite; Push; Beta <i>Note: when weak and low on HP, uses Beta enemy skill</i>		Swamp
Mighty Grunt	50	230	5	0	98	Double Shot; Roller Spin		Shinra Tower
Mirage	290	570	22	0	280	None		Mansion
Mono Drive	18	28	3	28	8	Fire		Midgar Sector 1
Moth Slasher	46	260	5	0	75	Speed Slash	Lightning	Shinra Tower (67th floor and 68th floor)
Mover	0	3,000	III	120	30,000			Inside Northern Cave
MP	16	30	2	0	10	Machine Gun		Platform; Sector 1 station; Sector 1; No. 1 reactor; church in Sector 5 slum
Mu	54	210	6	52	130	Rock Shot; Hot Springs; Sewer; Sinking; L4 Suicide		Grasslands area

Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
Needle K	75	180	8	40	130	Diving Attack; Thunder Kiss	Wind	Corel area
Nerosuferoth	53	150	5	20	146	Beak; Heatwing		Junon area
Nibel Wolf	265	700	24	0	260	Bodyblow; Fang		Rocket launch pad area
Parasite	1,100	6,000	100	300	1,000	Para Tail (causes Sadness); Magic Extinguish	Wind; Holy	Inside Northern Cave
Pollensalta	1,000	4,000	100	220	1,000	Cold Breath; Fascination		Inside Northern Cave
Poodler	900	6,000	70	220	2,500	Fire		Hallway (in Geltnika, the sunken plane)
Proto Machinegun	16	100	2	0	15	Machine Gun		No. 5 reactor
Prowler	55	150	5	0	160	Strike; Grind		Midgar area
Q Machine Gun	600	1,000	60	0	300	Machine Gun	Lightning	Sea bottom path; Inside guard system area
Razor Weed	375	1,000	30	145	350	Glasscutter; Spaz Voice		Wutal area; Wutal, Da-Chao Statue
Rilfsak	1,000	2,000	70	500	900	Autumn Leaves (causes Darkness)		Ancient forest
Rocket Launch	13	50	3	0	7	Rocket Launcher		Midgar (lower Sector 4 plate, winding tunnel, No. 5 reactor)
Rocket Launcher	600	1,000	60	0	300	Rocket Launcher; Fray Missile	Lightning	Ocean bottom Makoro path
Roulette Cannon	1,200	3,000	100	200	1,600	Rocket Launcher	Lightning	Aljunon (in Junon branch); airport (in Junon branch)
Sahagin	30	150	3	0	89	Water Gun		Sewer
Scissors (Upper Half)	1,000	2900	90	88	1,400	Cross Scissor; Scissor Attack; Blood Nail; Scissor	Tornado	Inside Northern Cave
Scissors (Lower Half)	3,400 (shared)	270 (shared)	4,200			Scissor Kick; Confusion		Inside Northern Cave
Scotch	22	140	0	0	60	Machine Gun		Don Corneo's brothel (2nd floor)

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Name	EXP	HP	MP	Gil	Attacks	Weakness	Whereabouts
Screamer	400	800	33	40	400	Ironball; War Cry	Mt. Nibel; Nibel reactor
Scrutin Eye	80	240	8	60	120	Fire2; Ice2	Wind Machine engine room (in Shinra cargo ship)
Sculpture	860	1,700	60	100	640	Bodyblow; Fire Shell	Holy Whirlwind maze
Sea Worm	1,300	9,000	200	200	5,000	Earthquake; Sandstorm (causes Darkness); Crush	Cold Mideel area (shore zone); North Corel area (shore zone)
Search Crown	80	150	8	30	111	Seed Shoot; Four Laser	Mt. Corel
Senlor Grunt	930	2,600	90	245	800	Handclaw; Harrier Beam; Water Wave	Underwater reactor; Rocket Town (during rocket launching)
Serpent	1,400	14,000	70	290	2,500	Viper Breath; Aqualung	Wind Cargo room (in Gelnika, the sunken plane)
Shadow Maker	500	2,000	25	120	500	(Slow)	Lightning Midgar (winding tunnel, Sector 8)
Shred	500	900	100	100	950	Tail; Crazy Claw; Cure3	Fire; Wind Great Glacier
Skeeskee	222	540	22	0	222	Beak; Rage Bomber	Cosmo area
Slalom	700	1,600	70	30	1,500	Punch; Smog (causes Poison); Smog (causes Darkness)	Junon path; underwater reactor
Slaps	370	900	30	50	450	Paralyzer Needle; Berserk Needle; Bug Needle	Wind Woodlands area
Smogger	32	90	3	0	60	Smog; Hit; Poison	No. 5 reactor
Sneaky Step	270	600	24	65	330	Triple Attack; Death Sentence	Cave of the Gi
Snow	500	4,000	42	160	700	Cold Breath; Ice2; Fascination	Fire Great Glacier
Soldier:1st	960	5,000	90	400	2,400	Sword of Doom; Silence	Mako cannon
Soldier:2nd	1,000	4,000	85	340	750	Fight; Sword of Doom	Path 2; Atjunon; airport; Junon path; submarine dock
Soldier:3rd	54	250	6	40	116	Flying Sickie; Sleepel; Bolt2; Ice2	Fire Shinra Tower (67th floor and 68th floor)
Sonic Speed	370	750	28	50	330	Harrier	Wind Mt. Nibel; Nibel reactor



Name	EXP	HP	AP	MP	Gil	Attacks	Weakness	Whereabouts
Special Combatant	28	60	3	0	40	Beam Gun; Wave		Midgar (winding tunnel, lower Sector 4 plate)
Spencer	110	250	11	0	175	Upper Cutter		Gold Saucer area
Spiral	700	2,800	80	100	1,300	Spin		Mideel area
Stilva	1,000	2,000	110	300	1,100	Big Red Clipper; Trine; Magic Breath; Jump Attack; Big Horn		Gaea's Cliff
Stinger	290	2,200	25	60	358	Sting Bomb; Stab		Cave of the GI
Submarine Crew	850	1,500	80	85	500	Machine Gun; Hand Grenade		Junon path; underwater reactor; inside submarine
Sweeper	27	140	3	0	30	W Machine Gun; Smoke Shot	Lightning	No. 1 reactor
Sword Dance	39	160	6	0	90	Bodyblow; Slap (causes Fury); Saw		Shinra Tower (65th floor)
Tall Vault	440	960	36	0	380	Bite; Somersault		Wutai area
Thunderbird	385	1,100	36	80	420	Stab; Lightning		Wutai area
Tonadu Woodland area	600	1,600	45	0	600	Claw; Great Gale	Wind	North Corel area;
Touch Me	170	300	23	74	180	Frog Jab ; Frog Song		Jungle (in Gongaga area)
Toxic Frog	420	500	30	100	260	Frog Jab; Frog song	Ice	Temple of the Ancients
Trickplay	480	1,500	35	100	800	Gold Mountain; Magma; Geyser; Sinking; L4 Suicide		Icicle area; Forgotten City
Twin Brain	340	400	32	20	320	Stare Down; Absorb		Mt. Nibel; Mt. Nibel cave; Nibel reactor
Under Lizard	440	1,400	45	140	420	Bodyblow; Petrify Smog (causes Petrify+Toad)		Woodlands area; Wutai area; Goblin Island; Cactus Island
Underwater MP	820	1,000	80	100	600	Machine Gun ; Hand Grenade		Underwater reactor
Unknown 1	1,500	11,000	150	110	5,000	Tongue; Bite; Blaster		Cargo room (in Gelnika); research room (in Gelnika)
Unknown 2	3,000	13,000	300	130	10,000	Tentacle; Abnormal Breath		Cargo room (in Gelnika); research room (in Gelnika) (continued on next page)



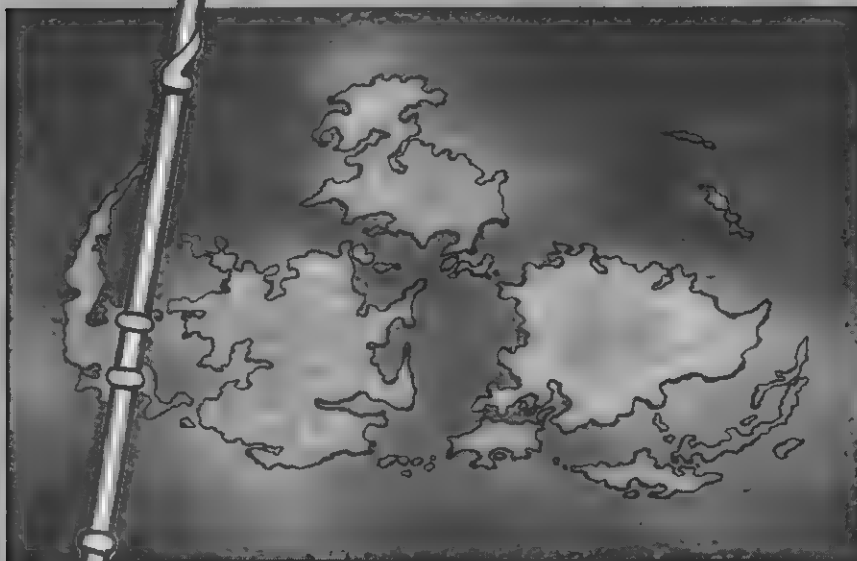
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NAME	EXP	HP	AP	MP	GIL	Attacks	Weakness	Whereabouts
Unknown 3	2,000	15,000	200	150	7,500	Bolt2; Poison Fang; Slap; Creepy Touch (causes Sadness)		Cargo room (In Gelnika); research room (In Gelnika)
Vagrisk	240	400	30	50	275	Quake2		Cosmo Canyon area
Valron	300	950	30	80	300	Speed Punch; MBarrier; DeSpell; Jump Kick; Demi3; Dive Kick		Nibel area; Rocket launch pad area
Vargid Police	■	140	7	28	40	Needle; Self-Destruct		Shinra Tower (67th floor and 69th floor)
Velcher Task	320	900	31	28	350	Claw; Poison Blow		Rocket launch pad area
Vice	■	■	3	0	■	Steal		Sector 5 slum
Vlakorados	510	33,333	40	333	460	Tailbeat; Violent Advance; Bolt Ball		Icicle area
Warning Board	38	270	4	0	75	Machine Gun; Laser Cannon		Shinra Tower
Whole Eater	■	72	2	0	70	Sickle		Midgar slums
Wind Wing	■■■	1,900	60	350	500	Tailbeat; Sham Neal; Aero3; White Wind	Control: Tail- beat; Sham Neal; Aero 3	Whirlwind maze
Wolfmeister	10,000	10,000	100	200	600	Heavy Sword; Atomic Ray; Big Guard	Water	Corel train (during Corel Huge Materia quest)
XCannon	2,000	20,000	90	100	3,000	Search; Target: set; Countdown; Dragon Cannon	Lightning	Mako cannon
Ying/Yang	350	1,200	35	220	400	Ice2; Bolt2; Yang Suicide		Shinra mansion
Zemzelett	70	285	7	36	165	Thunderbolt	Wind	Junon area
Zenene	58	250	6	93	60	Fang; Plazzo Shower; Ghenghana	Holy	Shinra Tower (67th floor to 69th floor)
Zolkalter	700	950	60	90	700	Bite; Toxic Barf		Gaea's Cliff
Zuu	450	1,200	38	40	430	Claw; Great Gale	Wind	Mt. Nibel; Nibel reactor



## APPENDIX B

# Worldly Possessions



**T**he whole world is your oyster, or so some egghead said a while back. This appendix provides information about the items, weapons, armor, and magic accessories that you can expect to find, win, and use in the world of Final Fantasy VII.



## Items

The following table lists the very best of the game's items, which are generally available in shops, winnable in combats, or found throughout the game world. To check out other more mundane items, pick them up and then examine them using the Item menu.

NAME	DESCRIPTION
8-inch Cannon	Causes heavy special damage to target
Bird Feathers	Inflicts Wind damage (only wind damage in game, except that caused by the Choco/Mog materia)
Guard Source	Raises Vitality
Hi-Potion	Restores one character's HP by 500
Luck Source	Raises Luck
Magic Source	Raises Magic Power
Megalixir	Fully restores lost HP and MP to everyone in party
Mind Source	Raises Spirit
M-Tentacles	Casts Bio3
Phoenix Down	Revives critically wounded characters by restoring 10% of their HP
Potion	Restores one character's HP by 100
Power Source	Raises Strength
S-mine	Causes heavy special damage to target
Speed Source	Raises Dexterity
Stardust	Casts Comet2
Tent	Restores one character's maximum HP and MP
Toxic Waste	Casts Poison
Turbo Ether	Restores all of one character's MP
X-Potion	Restores all of one character's HP

## Weapons

The following tables list each of the character's weapons of destruction and is arranged in the order in which the weapons become available to you in the game. Don't forget to strip materia from your old weapons and equip them on your newly acquired weapons.

### KEY

<b>Cost</b>	<b>Amount of Gil needed for purchase.</b>
<b>Attack Damage</b>	<b>Number of hit points of damage the weapon normally does when it connects with an enemy.</b>
<b>Hit %</b>	<b>Base percentage of the time weapon will hit its target. Percentage may be modified by monster attributes.</b>
<b>Slots</b>	<b>Number of materia slots the weapon has and how many are linked. For example, O=O O=O O indicates a weapon with five slots, two pairs of which are linked. Linked slots allow materia combinations (see "Supports" notes in Appendix C).</b>
<b>Special AP Growth</b>	<b>Certain weapons allow the characters using them to gain AP at accelerated rates. For example, "×2" means the weapon allows AP gains at double the normal rate. Ultimate Weapons do not allow any AP growth at all.</b>

### CLOUD'S SWORDS

Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Buster Sword	0	18	96	O=O	normal
Mythril Saber	1000	23	98	O=O O	normal
Hardedge	1500	32	98	O=O O O	normal
Butterfly Edge	2800	39	100	O=O O=O	normal
Enhance Sword	12,000	43	107	O=O O=O O=O O=O	normal
Organics	12,000	62	103	O=O O=O O O	normal

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Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Crystal Sword	18,000	76	105	0 0 0 0 0 0	normal
Force Stealer	2200	36	100	0 0 0	×2
Rune Blade	3800,\	40	108	0 0 0 0	×2
Murasame	6500	51	100	0=0 0=0 0	normal
Nail Bat	2800	70	100	none	normal
Yoshiyuki	0	56	100	0 0	normal
Apocalypse	0	88	110	0 0 0	×3
Heaven's Cloud	0	93	100	0 0 0 0 0 0	normal
Ragnarok	0	97	105	0 0 0 0 0 0	normal
Ultima Weapon	0	100	110	0=0 0=0 0=0 0=0	No AP growth

## TIFA'S GLOVES

Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Leather Glove	0	13	99	0	normal
Metal Knuckle	320	18	102	0=0	normal
Mythril Claw	750	24	106	0=0 0	normal
Grand Glove	1200	31	110	0=0 0 0	normal
Tiger Fang	2500	38	110	0=0 0=0	normal
Diamond Knuckle	5800	51	112	0=0 0=0 0	normal
Dragon Claw	10,000	62	114	0=0 0=0 0 0	normal
Crystal Glove	16,000	75	115	0 0 0 0 0 0	normal
Motor Drive	0	27	106	0 0 0	×2
Platinum Fist	2700	30	108	0 0 0 0	×2



Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Kaiser Knuckle	15,000	44	110	0=0 0 0 0 0 0 0	normal
Work Glove	2200	68	114	none	normal
Powersoul	4200	28	106	0 0 0 0	x2
Master Fist	2700	38	108	0 0 0 0 0 0	normal
God's Hand	0	86	255	0=0 0=0	normal
Premium Heart	0	99	112	0=0 0=0 0=0 0=0	No AP growth

## BARRET'S CANNONS

Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Gatling Gun*	0	14	97	II	normal
Assault Gun*	350	17	98	0=0	normal
Cannon Ball	950	23	98	0=0 0	normal
Atomic Scissors	1400	32	99	0=0 0 0	normal
Heavy Vulcan*	2700	39	100	0=0 0=0	normal
Chainsaw	6300	52	100	0=0 0=0 0	normal
Microlaser*	12,000	63	101	0=0 0=0 0 0	normal
AM Cannon*	12,000	77	103	0 0 0 0 0 0	normal
W Machine Gun*	13,000	30	100	0 0 0	x2
Drill Arm	2000	37	97	0 0 0 0	x2
Solid Bazooka	3300	61	100	0=0 0=0 0=0 0=0	normal
Rocket Punch	0	62	110	none	normal
Enemy Launcher*	3200	35	100	0=0 0 0 0	normal
Pile Banger	0	90	80	0 0 0 0 0 0	APx0

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Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Max Ray*	0	97	98	0 0 0 0 0 0	normal
Missing Score*	0	98	108	0=0 0=0 0=0 0=0	No AP growth

\* = provides long-range attack

### RED XIII'S-COMBS

Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Mythril Clip		24	100	0=0 0	normal
Diamond Pin		33	102	0=0 0 0	normal
Silver Barrette		40	110	0=0 0=0	normal
Gold Barrette		50	104	0=0 0=0 0	normal
Adaman Clip		60	106	0=0 0=0 0 0 0	normal
Crystal Comb		76	108	0 0 0 0 0 0	normal
Magic Comb		37	100	0 0 0	x2
Plus Barrette		39	104	0 0 0 0	x2
Centclip		58	108	0 0 0 0 0 0 0 0	normal
Hairpin		57	120	none	normal
Seraph Comb		68	110	0 0 0 0	normal
Behemoth Horn		91	75	0 0 0 0 0 0	normal
Spring Gun Clip		87	100	0 0 0 0 0 0	normal
Limited Moon		93	114	0=0 0=0 0=0 0=0	No AP growth



### AERIS' RODS

Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Guard Stick	0	12	99	0	normal
Mythril Rod	320	16	100	0=0	normal
Full Metal Staff	800	22	100	0=0 0	normal
Striking Staff	1300	32	100	0=0 0 0	normal
Prism Staff	2600	40	105	0=0 0=0	normal
Aurora Rod	5800	51	110	0=0 0=0 0	normal
Wizard Staff	0	28	100	0 0 0	×2
Wiser Staff	0	33	100	0 0 0 0	×2
Fairy Tale	2500	37	103	0 0 0 0 0 0	normal
Umbrella	0	58	118	none	normal
Princess Guard	0	52	111	0 0 0 0 0 0	normal

### CID'S POLEARMS

Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Spear	1200	44	97	0=0 0 0	normal
Slash Lance	6500	56	98	0=0 0=0 0	normal
Trident	7500	60	105	0 0 0 0 0	normal
Mast Ax	13,000	64	99	0=0 0=0 0 0	normal
Partisan	19,000	78	100	0 0 0 0 0	normal
Viper Halberd	0	58	102	0 0 0 0	×2
Javelin	0	62	104	0=0 0=0 0	×2
Glow Lance		78	102	0 0 0 0 0	normal

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Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Mop	0	68	118	none	normal
Dragoon Lance	0	66	100	0 0 0 0 0 0 0	normal
Scimitar	0	86	102	0=0	×3
Flayer	0	100	100	0 0 0 0 0 0	normal
Spirit Lance	0	92	112	0=0 0=0	normal
Venus Gospel	0	97	103	0=0 0=0 0=0 0=0	No AP growth

### YUFFIE'S SHURIKENS\*

Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Boomerang	1400	30	101	0=0 0 0	normal
Pinwheel	2600	37	104	0=0 0=0	normal
Razor Ring	6000	49	105	0=0 0=0 0	normal
Hawkeye	12,000	61	107	0=0 0=0 0 0 0	normal
Crystal Cross	18,000	74	110	0 0 0 0 0 0	normal
Wind Slash	0	30	103	0 0 0	×2
Twin Viper	0	36	108	0 0 0 0	×2
Spiral Shuriken	0	68	110	0=0 0 0 0 0 0 0	normal
Super Ball	3000	68	120	none	normal
Magic Shuriken	14,000	64	113	0 0 0	normal
Rising Sun	0	68	108	0=0 0=0	×2
Orltsuru	0	90	116	0=0 0=0 0 0 0 0 0	normal
Conformer	0	96	112	0=0 0=0 0=0 0=0	No AP growth

\* All provide long-range attacks

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**CAIT SITH'S MEGAPHONES**


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<b>Name</b>	<b>Cost</b>	<b>Attack Damage</b>	<b>Hit %</b>	<b>Slots</b>	<b>Special AP Growth</b>
Yellow M-Phone	500	36	100	0=0 0 0	normal
Green M-Phone	2400	41	100	0=0 0=0	normal
Blue M-Phone	5500	48	100	0=0 0=0 0	normal
Red M-Phone	11,000	60	100	0=0 0=0 0 0	normal
Crystal M-Phone	18,000	74	100	0 0 0 0 0 0	normal
White M-Phone	2300	35	102	0 0 0	×2
Black M-Phone	2800	31	104	0 0 0 0	×2
Silver M-Phone	3300	28	106	0 0 0 0 0 0 0 0	normal
Trumpet Shell	3000	68	118	none	normal
Gold M-Phone	0	58	103	0=0 0=0 0=0 0=0	normal
Battle Trumpet	■	95	95	0 0 0 0 0 0	No AP growth
Starlight Phone	■	88	102	0=0 0=0 0=0 0=0	normal
HP Shout	■	95	110	0=0 0=0 0=0 0=0	No AP growth

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**VINCENT'S GUNS\***


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<b>Name</b>	<b>Cost</b>	<b>Attack Damage</b>	<b>Hit %</b>	<b>Slots</b>	<b>Special AP Growth</b>
Quicksilver	1000	38	110	0=0 0 0	normal
Shotgun	3100	48	112	0=0 0=0	normal
Shortbarrel	8400	51	118	0=0 0=0 0	normal
Lariat	12,000	64	120	0=0 0=0 0 0	normal
Winchester	18,000	73	120	0 0 0 0 0 0	normal

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Name	Cost	Attack Damage	Hit %	Slots	Special AP Growth
Peacemaker	0	38	118	0=0 0	x2
Buntline	3000	48	124	0=0 0=0	x2
Long Barrel R	3000	66	255	0=0 0=0 0=0 0=0	normal
Silver Rifle	0	62	120	none	normal
Sniper CR	0	42	255	0=0 0=0	normal
Supershot ST	0	97	120	0 0 0 0 0 0	No AP growth
Outsider	0	80	120	0=0 0=0 0 0 0 0	normal
Death Penalty	0	99	115	0=0 0=0 0=0 0=0	No AP growth

\* All provide long-range attacks

## Armor

.....

The following table lists each piece of armor in the game and describes the protection it offers. (The table is arranged in the order in which armor becomes available to you in the game.) A character can only wear one piece of armor at a time.

### KEY[NEED INFO HERE]

Defense

Defense %

Magic Defense

Magic Defense %

Slots

Notes



Name	Cost	Defense	Defense %	Magic Defense	Magic Defense %	Slots	Notes
Bronze Bangle	0	8	0	0	0	none	normal
Iron Bangle	160	10	0	2	0	0	normal
Titan Bangle	280	14	2	4	0	0 0	normal
Mythril Armlet	350	18	3	8	0	0=0	normal
Carbon Bangle	800	27	3	14	0	0=0 0	normal
Silver Armlet	1300	34	4	22	0	0=0 0 0	normal
Gold Armlet	2000	46	4	28	0	0=0 0=0	normal
Diamond Bangle	3200	57	6	37	0	0=0 0=0 0	normal
Crystal Bangle	4800	70	8	45	1	0 0 0 0 0 0	normal
Platinum Bangle	1800	20	0	12	0	0 0	AP growth x2
Rune Armlet	3700	43	5	24	0	0 0 0 0	AP growth x2
Edincoat	0	50	0	33	0	0 0 0 0 0 0 0	normal
Wizard Bracelet	12,000	6	3	85	3	0=0 0=0 0=0 0=0	normal
Adaman Bangle	0	93	0	23	0	0=0	normal
Gigas Armlet	0	59	0	0	0	0=0 0=0 0	APx0
Imperial Guard	0	82	0	74	0	0 0 0 0 0 0	normal
Aegis Armlet	0	55	15	86	50	0=0 0=0	normal
Force Brace	0	74	3	100	3	0=0 0=0 0	normal
Warriors Bangle	0	96	0	21	0	0=0 0=0	No AP growth
Shinra Beta	0	30	0	0	0	0=0 0 0	normal
Shinra Alpha	0	77	0	34	0	0 0 0 0 0 0	normal
Four Slots	1300	12	0	10	0	0 0 0 0	normal
Fire Armlet	0	72	8	52	3	0=0 0=0	Absorbs fire-based attacks
Aurora Armlet	0	76	8	54	3	0=0 0=0	Absorbs ice-based attacks

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Name	Cost	Defense	Defense %	Magic Defense	Magic Defense %	Slots	Notes
Bolt Armlet	0	74	8	55	3	0=0 0=0	Absorbs lightning-based attacks
Dragon Armlet	0	58	3	47	2	0 0 0 0 0 0	Absorbs half damage from fire-, ice-, and lightning-based attacks
Minerva Band	0	60	8	57	0	0 0 0 0 0 0	Can be worn only by women
Escort Guard	0	62	5	55	0	0 0 0 0 0 0	Absorbs damage from lightning-, earth-, water-, or poison-based attacks; can be worn only by men
Mystile	0	65	50	72	60	0 0 0 0 0 0	normal
Zledrich	0	100	15	98	18	none	Cuts all magic damage in half
Precious Watch	0	0	0	0	0	0 0 0 0 0 0 0 0	normal
Chocobracelet	0	35	10	38	10	0 0 0 0	Raises Speed Plus by 30 points

## Accessories

Accessories are various magic items that provide your heroes with protection and other benefits. A character can wear more than one accessory at a time, unlike armor.

Name	Cost	Description
Power Wrist	7500	Raises Power by 10
Protect Vest	3500	Raises Strength by 10



<b>Name</b>	<b>Cost</b>	<b>Description</b>
Earrings	2500	Raises Magic by 10
Talisman	4000	Raises Spirit by 10
Choco Feather	10,000	Raises Speed Plus by 10
Amulet	10,000	Raises Luck by 10
Champion Belt	■	Raises Power and Strength by 30
Poison Ring	0	Absorbs Poison attacks
Tough Ring	0	Raises Strength and Spirit by 50
Circlet	0	Raises Magic and Spirit by 30
Star Pendant	4000	Grants Immunity to Poison
Silver Glasses	3000	Grants Immunity to Dark
Headband	3000	Grants Immunity to Sleep
Fairy Ring	3500	Grants immunity to Poison and Darkness
Jem Ring	7500	Grants Immunity to Petrify, Slow Petrifying, and Paralysis
White Cape	5000	Grants Immunity to Minimum and Toad
Sprint Shoes	0	Grants automatic Haste in battle
Peace Ring	0	Grants immunity to Sadness, Anger, Confusion, and Berserk
Ribbon	0	Grants Immunity to Sleep, Poison, Sadness, Fury, Confusion, Silence, Frog, Minimum, Slow Petrifying, Petrify, Condemned, Berserk, Paralysis, and Darkness
Fire Ring	8000	Grants Immunity to fire-based attacks
Ice Ring	10,000	Grants Immunity to Ice-based attacks
Bolt Ring	6000	Grants Immunity to lightning-based attacks
Tetra Elemental	0	Absorbs fire-, Ice-, lightning-, and earth-based attacks
Safety Bit	0	Grants immunity to Death, Slow Petrifying, Petrify, and Condemned
Fury Ring	5000	Grants automatic Berserk in battle

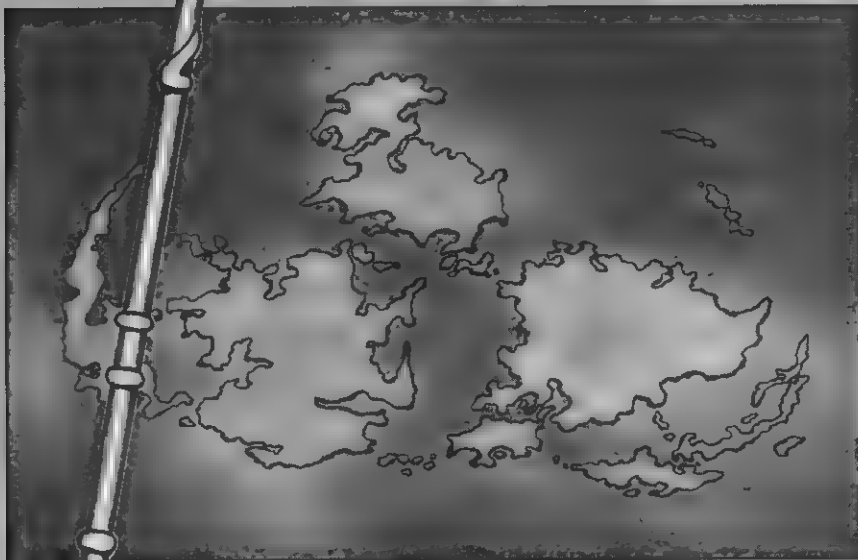
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Name	Cost	Description
Curse Ring	0	Condemned during battles (if hero dies while wearing this ring or if time runs out and hero is then revived, the counter will not appear again)
Protect Ring	0	Grants automatic Barrier and MBarrier in battles
Cat's Bell	0	Restores 2 HP with each full step
Reflect Ring	0	Grants automatic Reflect in battle
Water Ring	0	Absorbs water-based attacks
Sneak Glove	0	Increases success rate when using Steal or Mug
HypnoCrown	0	Increases success rate when using Control

## APPENDIX C

# Materia Pandect



**F**inal Fantasy VII features 80 materia. You can also create four Master materia. See Chapter 3 for an overview of what materia is and how you use it. Some of the notes below refer to various kinds of status detractors, enemy abilities, and so on. If these concepts are unfamiliar to you, don't worry—they'll become clear as you play the game.



The following is a description of the information you'll find for each materia:

<b>Supports</b>	<b>Lists other materia that can be used in combination with this materia</b>
<b>Function</b>	<b>What the materia does when used</b>
<b>Location</b>	<b>Where to find this materia in the game; (Mid) indicates in middle of the game and (Late) indicates late in the game where applicable</b>
<b>Status enhancer</b>	<b>How equipping this materia affects attribute statistics</b>
<b>Comments</b>	<b>Any additional notes about this materia</b>
<b>Level</b>	<b>Notes how many levels the materia has, and the name of the spell it casts at each level</b>
<b>MP</b>	<b>Cost in magic points to use this materia</b>
<b>AP</b>	<b>Number of ability points needed to use this materia</b>
<b>Description</b>	<b>What effect the spell creates (for example, electrical or earth damage)</b>

## ..... Spell (Green) Materia

### Barrier

<b>Function</b>	<b>Provides physical and magical barriers against attacks</b>		
<b>Location</b>	<b>Rocket Town</b>		
<b>Status enhancer</b>	<b>Max. HP -5%; Max. MP +5%</b>		
<b>Level</b>	<b>MP</b>	<b>AP</b>	<b>Description</b>
1 (Barrier)	16	0	Causes (Melee) Barrier status
2 (M-Barrier)	24	5,000	Causes (Magic) M-Barrier status
3 (Reflect)	30	15,000	Causes Reflect status
4 (Wall)	58	30,000	Causes Barrier and M-Barrier status
5 (Master)	0	45,000	—

## Comet

Function	Inflicts heavenly damage
Location	Forgotten Capital
Status enhancer	Max. HP -5%; Max. MP +5%

Level	MP	AP	Description
1 (Comet)	70	0	Physical damage 4× to 1 target
2 (Comet 2)	110	12,000	Physical damage 1× to 4 targets
3 (Master)	∞	60,000	—

## Contain

Function	Combines element and status attacks
Location	Mideel (Mid) (must feed White chocobo some Mimett Greens and scratch ear)
Status enhancer	Strength -4; Magic +4; Max. HP -10%; Max. MP +10%
Comments	When Freeze, Break, or Tornado hit an enemy, there is a 10% chance that the enemy is affected by the listed status change

Level	MP	AP	Description
1 (Freeze)	82	0	Causes Ice damage (4×) + Paralyze
2 (Break)	86	5,000	Causes Earth damage (4×) + Petrify
3 (Tornado)	90	10,000	Causes Wind damage (4×) + Confusion
4 (Flare)	100	15,000	Causes Fire damage (4×)
5 (Master)	0	60,000	—



## Destruct

<b>Function</b>	<b>Removes barriers</b>
<b>Location</b>	<b>Fort Condor, Mideel (Mid-Late), Shinra mansion (Sephiroth will throw it at you)</b>
<b>Status enhancer</b>	<b>Max. HP -5%; Max. MP +5%</b>
<b>Comments</b>	<b>DeBarrier negates Barrier, M-Barrier, Reflect, Peerless, and Wall; DeSpell negates Regen, Haste, Slow, Stop, Resist, and Death Sentence</b>

<b>Level</b>	<b>MP</b>	<b>AP</b>	<b>Description</b>
<b>1 (DBarrier)</b>	<b>12</b>	<b>0</b>	<b>Removes special defenses</b>
<b>2 (DeSpell)</b>	<b>20</b>	<b>6,000</b>	<b>Removes indirect spells/status changes</b>
<b>3 (Death)</b>	<b>0</b>	<b>10,000</b>	<b>Kills target instantly</b>
<b>4 (Master)</b>	<b>0</b>	<b>45,000</b>	

## Earth

<b>Function</b>	<b>Provides quake attacks</b>
<b>Location</b>	<b>Kalm, Costa del Sol</b>

<b>Level</b>	<b>MP</b>	<b>AP</b>	<b>Description</b>
<b>1 (Quake)</b>	<b>6</b>	<b>0</b>	<b>Causes Earth damage</b>
<b>2 (Quake 2)</b>	<b>28</b>	<b>6,000</b>	<b>Causes Earth damage (2×)</b>
<b>3 (Quake 3)</b>	<b>68</b>	<b>22,000</b>	<b>Causes Earth damage (3×)</b>
<b>4 (Master)</b>	<b>0</b>	<b>40,000</b>	<b>—</b>



## Exit

**Function** Allows party to escape from a combat round

**Location** Rocket Town (Mid)

Level	MP	AP	Description
1 (Escape)	16	0	Provides escape from battle
2 (Remove)	99	10,000	Kills targets instantly
3 (Master)	0	30,000	—

## Fire

**Function** Provides fire attacks

**Location** Red XIII comes equipped; Wall Market, Costa del Sol, Fort Condor, Mideel

Level	MP	AP	Description
1 (Fire)	4	0	Causes Fire damage
2 (Fire 2)	22	2,000	Causes Fire damage (2×)
3 (Fire 3)	55	18,000	Causes Fire damage (3×)
4 (Master)	0	35,000	—

## Fullcure

**Function** Refills depleted HP

**Location** Cosmo Canyon (Mid) (back room of the stem Shop)

**Status enhancer** Max. HP -10%; Max. MP +10%

Level	MP	AP	Description
1	0	—	—
2 (Fullcure)	99	3,000	Recovers all lost HP
3 (Master)	0	100,000	—



## Gravity

<b>Function</b>	<b>Reduces target's HP</b>
<b>Location</b>	<b>Cosmo Canyon (it appears after you kill Gi Nattak in the Gi Cave)</b>
<b>Comments</b>	<b>Demi drains an enemy's current HP by 25%; Demi 2 drains an enemy's current HP by 50%; Demi 3 drains an enemy's current HP by 75%</b>

<b>Level</b>	<b>MP</b>	<b>AP</b>	<b>Description</b>
<b>1 (Demi)</b>	<b>14</b>	<b>0</b>	<b>Causes Gravity damage</b>
<b>2 (Demi 2)</b>	<b>33</b>	<b>10,000</b>	<b>Causes Gravity damage (2×)</b>
<b>3 (Demi 3)</b>	<b>48</b>	<b>20,000</b>	<b>Causes Gravity damage (2.5×)</b>
<b>4 (Master)</b>	<b>0</b>	<b>40,000</b>	<b>—</b>

## Heal

<b>Function</b>	<b>Cures status changes</b>
<b>Location</b>	<b>Kalm, Gongaga village, Upper Junon</b>

<b>Level</b>	<b>MP</b>	<b>AP</b>	<b>Description</b>
<b>1 (Poisona)</b>	<b>3</b>	<b>0</b>	<b>Heals Poison status change</b>
<b>2 (Esuna)</b>	<b>15</b>	<b>1000</b>	<b>Heals any detrimental status changes</b>
<b>3 (Resist)</b>	<b>120</b>	<b>5000</b>	<b>Prevents all detrimental status changes</b>
<b>4 (Master)</b>	<b>0</b>	<b>6000</b>	<b>—</b>

## Ice

<b>Function</b>	<b>Provides ice attacks</b>
<b>Location</b>	<b>Cloud comes equipped, Wall Market, Costa del Sol, Mideel, Fort Condor</b>



Level	MP	AP	Description treble
1 (Ice)	4	0	Causes Ice damage
2 (Ice 2)	22	2,000	Causes Ice damage (2×)
3 (Ice 3)	55	18,000	Causes Ice damage (3×)
4 (Master)	0	35,000	—

## Lightning

Function	Provides electrical attacks
Location	Cloud comes equipped, Wall Market, Costa del Sol, Mideel, Fort Condor

Level	MP	AP	Description
1 (Bolt)	4	0	Causes Lightning damage
2 (Bolt 2)	22	2,000	Causes Lightning damage (2×)
3 (Bolt 3)	55	18,000	Causes Lightning damage (3×)
4 (Master)	0	35,000	—

## Morph

Function	Morphs enemy—turns into a frog or shrink, or enemy will morph into a usable item
Location	Corel Area, Cosmo Canyon, Gongaga, Mideel, comes equipped on Calt Sith

Level	MP	AP	Description
1 (Mini)	10	0	Inflicts Small status
2 (Toad)	14	8,000	Inflicts Frog status
3 (Master)	—	24,000	—



## Mystify

**Function** Confuses enemies or makes them go berserk

**Location** Gongaga village, Cosmo Canyon

Level	MP	AP	Description
1 (Confu)	18	0	Inflicts Confusion
2 (Berserk)	28	12,000	Inflicts Berserk
3 (Master)	0	25,000	—

## Poison

**Function** Provides bio attacks

**Location** Kalm, Costa del Sol, Shinra Tower (Floor 68)

**Comments** Strikes for poison damage and causes Poison status change at the same time, resulting in regular damage in later rounds

Level	MP	AP	Description
1 (Bio)	8	0	Causes Poison damage
2 (Bio 2)	36	5,000	Causes Poison damage (2×)
3 (Bio 3)	80	20,000	Causes Poison damage (3×)
4 (Master)	0	38,000	—

## Restore

**Function** Refills HP

**Location** Midgar's Sector 5 slums and Wall Market, Mideel, Fort Condor, Costa del Sol, Mako Reactor No. 1

Level	MP	AP	Description
1 (Cure)	5	0	Recovers lost HP
2 (Cure 2)	24	2,500	Recovers lost HP (2×)
3 (Regen)	30	17,000	Causes Regen status
4 (Cure 3)	64	24,000	Recovers lost HP (3×)
5 (Master)	0	40,000	—

## Revive

Function	Revives lost hero
Location	Upper Junon, Gongaga village, Costa del Sol (Mid)
Status enhancer	Max. HP -5%; Max. MP +5%

Level	MP	AP	Description
1 (Life)	34	0	Restores life with 25% of HP
2 (Life 2)	100	45,000	Restores life with all HP
3 (Master)	0	55,000	—

## Seal

Function	Provides sleep and silence status attacks
Location	Upper Junon, Costa del Sol (Mid)

Level	MP	AP	Description
1 (Sleepel)	8	0	Inflicts Sleep status
2 (Silence)	24	10,000	Inflicts Silence status
3 (Master)	0	20,000	—

## Shield

Function	Provides invincibility at level 2
Location	In the Northern Cave late in game
Status Changes	Strength -4; Magic +4; Max. HP -10%; Max. MP +10%

Level	MP	AP	Description
1	0	—	—
2 (Shield)	180	10,000	Causes Peerless status
3 (Master)	0	100,000	—



## Time

Function	Provides Haste, Slow, and Stop attacks
Location	Gongaga village, Rocket Town
Status enhancer	Max. HP -5%; Max. MP +5%

Level	MP	AP	Description
1 (Haste)	18	0	Inflicts Haste status
2 (Slow)	20	8,000	Inflicts Slow status
3 (Stop)	34	20,000	Inflicts Stop status
4 (Master)	0	42,000	—

## Ultima

Function	Inflicts awesome damage on all enemies
Location	Free, for saving North Corel from the runaway train; if you blow it, buyable for 50,000 gil.
Status enhancer	Strength +4; Magic +4; Max. HP -10%; Max. MP +10%

Level	MP	AP	Description
1	0	—	—
2 (Ultima)	130	5,000	Nonelement damage to all foes
3 (Master)	0	100,000	—

## Master Spell Materia

Function	Casts variety of awesome spells
Location	Kalm Traveler (after the Cannon Naval Base is attacked, trade for Earth Harp; take all 21 mastered Spell materia to the Huge Green materia in the Cosmo Canyon observatory)

Comments: Can cast every level of all Spell Materia spells above. All spells cast use MP costs listed above.



## .....Independent (Purple) Materia

### Chocobo Lure

<b>Function</b>	Captures chocobos near outdoor tracks	
<b>Location</b>	Buy from Choco Billy at the Chocobo Farm	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Permits encounters with chocobos on the World Map	0
2	Increases rate of encountering chocobos 1.5×	3,000
3	Increases rate of encountering chocobos 2×	10,000
4	Increases rate of encountering chocobos 3×	30,000

### Counter

<b>Function</b>	Causes hero to attack enemy instantly when hit	
<b>Location</b>	Mt. Nibel (after destroying Materia Keeper), prize in the Gold Saucer's Chocobo Square.	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Launches counterstrike 20% of the time	0
2	Launches counterstrike 40% of the time	10,000
3	Launches counterstrike 60% of the time	20,000
4	Launches counterstrike 80% of the time	50,000
5	Launches counterstrike 100% of the time	100,000



## Cover

Function	Causes one hero to protect another during combat
Location	Wall Market, Sector 6 slums (the garden near Aeris' house in Midgar City)

Level	Description	AP
1	Provides cover 20% of the time	0
2	Provides cover 40% of the time	2,000
3	Provides cover 60% of the time	10,000
4	Provides cover 80% of the time	25,000
5	Provides cover 100% of the time	40,000

## Enemy Away

Function	Reduces random encounters
Location	A prize in the Gold Saucer's Chocobo Square

Level	Description	AP
1	Reduces enemy encounter rate by 25%	8,000
2	Reduces enemy encounter rate by 50%	50,000
3 (Master)	—	0

## Enemy Lure

Function	Increases random encounters
Location	Can be purchased at the Gold Saucer's Battle Square

Level	Description	AP
1	Increases enemy encounter rate by 50%	8,000
2	Increases enemy encounter rate by 100%	50,000
3 (Master)	—	0

**EXP Plus**

<b>Function</b>	Increases experience points earned from victorious battles	
<b>Location</b>	Purchase at the Gold Saucer's Wonder Square	
<b>Level</b>	<b>Description</b>	<b>AP</b>
<b>1</b>	Rewards 1.5× more EXP from a battle	0
<b>2</b>	Rewards 2× more EXP from a battle	60,000
<b>3 (Master)</b>		150,000

**Gil Plus**

<b>Function</b>	Increases amount of gil taken from slain enemies	
<b>Location</b>	Purchase at the Gold Saucer's Wonder Square	
<b>Level</b>	<b>Description</b>	<b>AP</b>
<b>1</b>	Rewards 1.5× more gil from a battle	0
<b>2</b>	Rewards 2× more gil from a battle	80,000
<b>3 (Master)</b>	—	150,000

**HP<—>MP**

<b>Function</b>	Exchanges maximum hit and magic points	
<b>Location</b>	The cave on the desert peninsula near Mt. Corel	
<b>Level</b>	<b>Description</b>	<b>AP</b>
<b>1</b>	Switches hero's maximum HP and maximum MP scores	0
<b>2 (Master)</b>	—	80,000



## HP Plus

**Function** Increases maximum HP

**Location** Cosmo Canyon, Mideel

Level	Description	AP
1	Increases maximum HP by 10%	0
2	Increases maximum HP by 20%	10,000
3	Increases maximum HP by 30%	20,000
4	Increases maximum HP by 40%	30,000
5	Increases maximum HP by 50%	50,000

## Long Range Attack

**Function** Causes attacks from rear rank to act as if originating in front rank

**Location** Mythril Mine (on the ledge above the vine)

**Comments** Close-range weapons can be used from the back row with no attack penalty; out-of-reach enemies (usually flyers) can be attacked with close-range weapons; applies to all supported materia, allowing you to use Morph or Steal from out-of-range enemies, too

Level	Description	AP
1	Alters ability to attack	0
2 (Master)	—	80,000

## Luck Plus

**Function** Increases Luck attribute

**Location** Temple of the Ancients



Level	Description	AP
1	Increases Luck by 10%	0
2	Increases Luck by 20%	15,000
3	Increases Luck by 30%	30,000
4	Increases Luck by 40%	60,000
5	Increases Luck by 50%	100,000

### Magic Plus

Function Increases Magic attribute

Location Corral Valley Cave (past Forgotten Capital at bottom of ladder to the left)

Level	Description	AP
1	Increases Magic by 10%	0
2	Increases Magic by 20%	10,000
3	Increases Magic by 30%	20,000
4	Increases Magic by 40%	30,000
5	Increases Magic by 50%	50,000

### Mega All

Function Targets all friends or enemies in combat

Location In the final dungeon (floating on a rocky ledge)

Level	Description	AP
1	Makes any command usable in battle affect all targets	0
2	—	10,000
3	—	50,000
4	—	80,000
5	—	160,000



### MP Plus

**Function** Increases maximum MP

**Location** Cosmo Canyon, Mideel

Level	Description	AP
1	Increases maximum MP by 10%	0
2	Increases maximum MP by 20%	10,000
3	Increases maximum MP by 30%	20,000
4	Increases maximum MP by 40%	30,000
5	Increases maximum MP by 50%	50,000

### Pre-Emptive

**Function** Increases chances of surprising enemies (Dexterity +2)

**Location** Purchase at the Gold Saucer's Battle Square

Level	Description	AP
1	Provides 6% chance of attacking first	0
2	Provides 12% chance of attacking first	8,000
3	Provides 24% chance of attacking first	20,000
4	Provides 36% chance of attacking first	40,000
5	Provides 48% chance of attacking first	80,000

### Speed Plus

**Function** Boosts Dexterity attribute

**Location** Purchase at the Gold Saucer's Battle Square

**Location** Kalm Traveler (after the Cannon Naval Base is attacked, trade for Guide Book)



Level	Description	AP
1	Increases Dexterity by 10%	0
2	Increases Dexterity by 20%	15,000
3	Increases Dexterity by 30%	30,000
4	Increases Dexterity by 40%	60,000
5	Increases Dexterity by 50%	100,000

## Underwater

Function	Allows breathing underwater
Location	Get from Kalm traveler

### Description:

Negates the 20-minute time limit when fighting the Emerald Weapon

## Summon (Red) Materia

### Alexander

Function	Judgement causes holy damage
Location	Touch Great Glacier's hot springs and then defeat Snow
Status enhancer	Max. HP -5%; Max. MP +5%
MP	120

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	25,000
3	Summons this monster 3× per battle	65,000
4	Summons this monster 4× per battle	100,000
5	Summons this monster 5× per battle	150,000



### Bahamut

Function	Mega Flare causes non-element damage
Location	After killing the Red Dragon at the Temple of the Ancients
Status enhancer	Max. HP -5%; Max. MP +5%
MP	100

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	20,000
3	Summons this monster 3× per battle	50,000
4	Summons this monster 4× per battle	80,000
5	Summons this monster 5× per battle	120,000

### Bahamut ZERO

Function	Tera Flare causes non-element damage (3× strength)
Location	Take Bahamut and Neo Bahamut materia to Huge Blue Materia at Cosmo Canyon
Status enhancer	Magic +4; MDEF: +4; Max. HP -10%; Max. MP +15%
MP	180

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	35,000
3	Summons this monster 3× per battle	120,000
4	Summons this monster 4× per battle	150,000
5	Summons this monster 5× per battle	250,000

## Choco/Mog

**Function** DeathBlow causes wind-based damage, with 10% chance to Paralyze; Fat Chocobo, which occurs 1/16th of the time, causes a stronger physical attack against all foes

**Location** Listen to the chocobos sing at the Chocobo Farm

**MP** 14

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	2,000
3	Summons this monster 3× per battle	14,000
4	Summons this monster 4× per battle	25,000
5	Summons this monster 5× per battle	35,000

## Hades

**Function** Black Cauldron causes nonelement damage and randomly inflicts Confuse, Frog, Minimum, Paralyze, Silence, Sleep, and Slow

**Location** Sunken Gelnika plane

**Status enhancer** Magic +4; MDEF +4; Max. HP -10%; Max. MP +15%

**MP** 150

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	35,000
3	Summons this monster 3× per battle	120,000
4	Summons this monster 4× per battle	150,000
5	Summons this monster 5× per battle	250,000



## Ifrit

<b>Function</b>	Hellfire causes fire-based damage
<b>Location</b>	After killing Jenova*Birth on the cargo ship
<b>MP</b>	34

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	5,000
3	Summons this monster 3× per battle	20,000
4	Summons this monster 4× per battle	35,000
5	Summons this monster 5× per battle	60,000

## Kjata

<b>Function</b>	Tetra-Disaster causes fire-/ice-/lightning-based damage; strikes three times, not four
<b>Location</b>	Search the second screen of the Sleeping Forest
<b>Status enhancer</b>	Max. HP -5%; Max. MP +5%
<b>MP</b>	110

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	22,000
3	Summons this monster 3× per battle	60,000
4	Summons this monster 4× per battle	90,000
5	Summons this monster 5× per battle	140,000



## Knights of the Round

<b>Function</b>	Ultimate End causes 13 attacks and inflicts various types of damage to all enemies
<b>Location</b>	Use Gold chocobo to get to Round Island in the north-east corner ocean
<b>Status enhancer</b>	Magic +8; MDEF +8; Max. HP -10%; Max. MP +20%
<b>MP</b>	250

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	50,000
3	Summons this monster 3× per battle	200,000
4	Summons this monster 4× per battle	300,000
5	Summons this monster 5× per battle	500,000

## Leviathan

<b>Function</b>	Tidal Wave causes water-based damage
<b>Location</b>	Have Yuffie defeat five opponents in pagoda at Wutai
<b>Status enhancer</b>	Max. HP -5%; Max. MP +5%
<b>MP</b>	78

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	18,000
3	Summons this monster 3× per battle	38,000
4	Summons this monster 4× per battle	70,000
5	Summons this monster 5× per battle	100,000



## Neo Bahamut

Function	Giga Flare causes non-element damage (2× strength)
Location	Search bottom of screen in the first save point area of whirlwind maze
Status enhancer	Max. HP -5%; Max. MP +5%
MP	140

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	30,000
3	Summons this monster 3× per battle	80,000
4	Summons this monster 4× per battle	140,000
5	Summons this monster 5× per battle	200,000

## Odin

Function	Steel-Bladed Sword causes instant-kill attack; Gunge Lance causes a non-element attack against a single foe that is immune to instant-kill attacks
Location	Open the iron safe in the Shinra mansion at Nibelheim
Status enhancer	Max. HP -5%; Max. MP +5%
Comments	If Odin appears in the moonlight atop a butte, an instant-kill attack follows; the nonelement attack follows if Odin rises out of a huge, black cloud of smoke astride a steed
MP cost	∞

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	16,000
3	Summons this monster 3× per battle	32,000
4	Summons this monster 4× per battle	65,000
5	Summons this monster 5× per battle	80,000



## Phoenix

<b>Function</b>	Inflicts fire-based damage (2× strength) and casts Life 2 on all allies
<b>Location</b>	Win the Huge Materia Quest at Fort Condor (Mid)
<b>Status enhancer</b>	Max. HP -10%; Max. MP +10%
<b>MP</b>	180

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	28,000
3	Summons this monster 3× per battle	70,000
4	Summons this monster 4× per battle	120,000
5	Summons this monster 5× per battle	180,000

## Ramuh

<b>Function</b>	Judgement Bolt causes lightning-based damage
<b>Location</b>	One of the alcoves in the chocobo jockey's room above Corel prison
<b>MP</b>	40

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	10,000
3	Summons this monster 3× per battle	25,000
4	Summons this monster 4× per battle	50,000
5	Summons this monster 5× per battle	70,000



## Shiva

Function	Diamond Dust causes ice-based damage
Location	Get from Priscilla in Junon
MP	32

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	4,000
3	Summons this monster 3× per battle	15,000
4	Summons this monster 4× per battle	30,000
5	Summons this monster 5× per battle	50,000

## Titan

Function	Anger of the Land causes earth-based damage
Location	Examine right side of the Meltdown Reactor near Gongaga
MP	46

Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	15,000
3	Summons this monster 3× per battle	30,000
4	Summons this monster 4× per battle	60,000
5	Summons this monster 5× per battle	80,000

## Typoon

Function	Disintegration causes instant-kill attack on an enemy; survivors in opposing party are hit for non-element damage
Location	Lying on the large tree branch in the Ancient Forest
Status enhancer	Magic +4; MDEF +4; Max. HP -10%; Max. MP +15%
MP	160



Level	Description	AP
1	Summons this monster 1× per battle	0
2	Summons this monster 2× per battle	35,000
3	Summons this monster 3× per battle	120,000
4	Summons this monster 4× per battle	150,000
5	Summons this monster 5× per battle	250,000

### Master Summon

Function	Allows user to use any red Summon spell.
Location	Take all mastered Summon materia to the Huge Red Materia in Cosmo Canyon.
MP	All spells cast use MP costs listed above

## .....Command (Yellow) Materia

### Deathblow

Function	Deals a critical strike	
Location	Fort Condor, Rocket Town, Jungle area near Gongaga	
Level	Description	AP
1 (D.Blow)	Inflicts one double-damage attack	0
2 (Master)	—	40,000

### Double Cut

Function	Initiates multiple melee attacks on enemy	
Location	sunken Gelnika plane	
Level	Description	AP
1 (2x-Cut)	Attacks one enemy two times	0
2 (4x-Cut)	Inflicts four attacks against random foes	100,000
3 (Master)	—	150,000



## Enemy Skill

Function	Permits hero to learn 24 special enemy attacks
Location	Shinra Tower (Floor 67), Upper Junon (in the Respectable Inn), Forgotten Capital, Chocobo Sage's house (talk to the Green chocobo)



**NOTE** Enemy skills are discussed in more detail in Chapter 4.

## Manipulate

Function	Gains control of enemy
Location	Fort Condor (Mid), Rocket Town (Mid); comes equipped on Cait Sith
Comments	Hero controlling an enemy has no access to their own weapons, spells, or abilities until the combat ends or the control is broken.

Level	Description	AP
1 (Manip)	Controls actions of one enemy	0
2 (Master)	—	40,000

## Mime

Function	Mimics last enemy action	
Location	In the cave beyond the mountains in the Wutai area	
Level	Description	AP
1 (Mime)	Imitate the last action performed by an ally	0
2 (Master)	—	100,000



## Morph

**Function** Changes enemies into items (Potions, Phoenix Downs, etc.). Some monsters can be morphed into items, some cannot.

**Location** Temple of the Ancients

Level	Description	AP
1 (Morph)	Turns enemy into an item	0
2 (Master)	—	40,000

## Sense

**Function** Allows viewing of enemies' Level, HP, and MP

**Location** Kalm, Upper Junon, Midgar, Playground outside of Wall Market

Level	Description	AP
1 (Sense)	Provides view of enemy's statistics	0
2 (Master)	—	40,000

## Slash All

**Function** Seriously injures or defeats all enemies

**Location** Ancient Forest

Level	Description	AP
1 (Slash-All)	Attacks all enemies at once	0
2 (Flash)	Kills all enemies	100,000
3 (Master)	—	150,000



## Steal

<b>Function</b>	Steals from (or steals from and attacks) enemy	
<b>Location</b>	Midgar City sewers (before/after the fight with Aps), Kalm	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1 (Steal)	Steals an item from an enemy	0
2 (Mug)	Steals from and attacks at the same time	40,000
3 (Master)	—	50,000

## Throw

<b>Function</b>	Throws dispensable weapons or gil at enemy	
<b>Location</b>	Condor Fort (Mid), Rocket Town (Mid), Yuffie comes equipped	
<b>Comments</b>	When using the Throw command, hero can throw any weapon but Red XIII's hairpins; the damage a weapon does is its attack difference multiplied by 10; every 1,000 gil does 100 points of damage, up to 9,999 damage total	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1 (Throw)	Hurls an unequipped weapon at a target	0
2 (Coin)	Hurls a handful of gil at all targets	45,000
3 (Master)	—	60,000

## W-Item

<b>Function</b>	Permits use of two items in one combat round	
<b>Location</b>	Southern end of rail track in tunnels below Midgar, during return and assault on the city	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1 (X-Item)	Uses two items in one turn	0
2 (Master)	—	250,000



## W-Magic

Function	Permits casting of two magic spells in one combat round	
Location	In Northern Cave (near trees in the stone pit area with the shiny light)	
Level	Description	AP
1 (X-Magic)	Casts two magic spells in one turn	0
2 (Master)	—	250,000

## W-Summon

Function	Permits summoning of two entities in one combat round	
Location	Buy from the Gold Saucer's Battle Square for 65,000 BP	
Level	Description	AP
1 (X-Summ)	Call two summoned entities in one turn	0
2 (Master)	—	250,000

## Master Command

Function	Allows use of the following command abilities in battle: Deathblow, Coin, Manipulate, Morph, Mime, Sense, Steal, Throw	
Location	Kalm Traveler (after the Cannon Naval Base is attacked, in exchange for the Earth Harp), Cosmo Canyon (bring mastered Deathblow, Throw, Manipulate, Morph, Mime, Sense, and Steal materia to the Huge Yellow Materia in the observatory)	



## Support (Blue) Materia

<b>Supports</b>	Any Spell, Summon, or Command materia	
<b>Function</b>	Adds a melee attack after the supported materia finishes its action	
<b>Location</b>	Switching path of the mountain crossroads at the Great Glacier	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	—	0
2 (Master)	—	200,000

## Added Effect

<b>Supports</b>	Mystify, Poison, Seal, Time, Morph, Destruct, Contain, Choco/Mog, Hades, Odin	
<b>Function</b>	If equipped on a weapon, the supported materia has a chance of inflicting status changes on the enemy when you strike. If equipped on armor, protects wearer from the status changes caused by the supported materia	
<b>Location</b>	Cosmo Canyon's Cave of the Gi	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	—	0
2 (Master)	—	100,000

## All

<b>Supports</b>	Restore, Heal, Fire, Ice, Lightning, Earth, Poison, Gravity, Seal, Mystify, Time, Barrier, Destruct, FullCure
<b>Function</b>	Supported materia affects all targets, but effectiveness of supported materia reduced by 33% from damage it would normally do to one target; casts full-damage version of supported materia on one target by selecting it with cursor

<b>Location</b>	Fort Condor (Mid-Late), Sector 7 slums, Shinra Tower (Floor 68), cargo ship (near Yuffie), Mt. Nibel, Great Glacier	
<b>Level</b>	<b>Description</b>	<b>AP</b>
<b>1</b>	Allows spell to be cast 1× per combat round	0
<b>2</b>	Allows spell to be cast 2× per combat round	1,500
<b>3</b>	Allows spell to be cast 3× per combat round	6,000
<b>4</b>	Allows spell to be cast 4× per combat round	18,000
<b>5 (Master)</b>	Allows spell to be cast 5× per combat round	35,000

## Counter

<b>Supports</b>	Any Command materia except Enemy Skill or Master Command	
<b>Function</b>	Lets hero responds to an attack by using the supported Command materia against the attacker	
<b>Location</b>	Final Dungeon (patch of shiny light in the stone pit area)	
<b>Level</b>	<b>Description</b>	<b>AP</b>
<b>1</b>	Provides 30% chance of using supported command	0
<b>2</b>	Provides 40% chance of using supported command	40,000
<b>3</b>	Provides 60% chance of using supported command	80,000
<b>4</b>	Provides 80% chance of using supported command	120,000
<b>5 (Master)</b>	Provides 100% chance of using supported command	200,000



## Elemental

<b>Supports</b>	<b>Fire, Ice, Lightning, Earth, Poison, Gravity, Choco/Mog, Ifrit, Shiva, Ramuh, Titan, Leviathan, Phoenix, Alexander, Bahamut, Neo-Bahamut, Bahamut ZERO</b>	
<b>Function</b>	<b>When equipped on a weapon, inflicts mate's elemental damage. If equipped on armor, protects from that element.</b>	
<b>Location</b>	<b>Shinra Tower (Floor 62), Mt. Corel, Nibelheim (In Tifa's piano)</b>	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	<b>Armor This type of element damage is halved</b>	<b>0</b>
2	<b>Armor This type of element damage causes no damage</b>	<b>10,000</b>
3	<b>Armor This type of element damage is absorbed as HP</b>	<b>40,000</b>
4 (Master)	<b>—</b>	<b>80,000</b>

## Final Attack

<b>Supports</b>	<b>Any Spell, Summon, or Command materia</b>	
<b>Function</b>	<b>When hero is dealt a mortal blow, hero gets to use the highest ability of the supported materia before dying</b>	
<b>Location</b>	<b>Complete Special Battle at the Gold Saucer's Battle Square</b>	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	<b>Allows final action to be performed 1× per battle</b>	<b>0</b>
2	<b>Allows final action to be performed 2× per battle</b>	<b>20,000</b>
3	<b>Allows final action to be performed 3× per battle</b>	<b>40,000</b>
4	<b>Allows final action to be performed 4× times per battle</b>	<b>80,000</b>
5 (Master)	<b>Allows final action to be performed 5× times per battle</b>	<b>160,000</b>



## HP Absorb

<b>Supports</b>	Fire, Ice, Lightning, Earth, Poison, Gravity, Contain, Ultima, Steal (Mug), Deathblow, Manipulate, Morph, Throw, Slash-All, Double Cut, Master Command, Mime (If used to damage an enemy), X-Summon, X-Magic (using listed spell), and Summon spells	
<b>Function</b>	If the supported materia inflicts damage on an enemy, 10% of the HPs caused are given to the hero and added to their HP total	
<b>Location</b>	Northern Cave (Final Dungeon)	
<b>Level</b>	<b>Description</b>	<b>AP</b>
<b>1</b>	—	0
<b>2 (Master)</b>	—	100,000

## Magic Counter

<b>Supports</b>	Any Magic Spell or Summon materia, or any Summon materia	
<b>Function</b>	When the hero with this materia is attacked, hero will counterattack with the linked materia, always casting the best possible spell available, except in the case of Summon materia	
<b>Location</b>	Win at the Gold Saucer's Chocobo Square	
<b>Level</b>	<b>Description</b>	<b>AP</b>
<b>1</b>	Provides a 30% chance of making a counteract	0
<b>2</b>	Provides a 40% chance of making a counteract	40,000
<b>3</b>	Provides a 60% chance of making a counteract	80,000
<b>4</b>	Provides an 80% chance of making a counteract	160,000
<b>5 (Master)</b>	Provides a 100% chance of making always makes a counteract	300,000



## MP Absorb

<b>Supports</b>	Fire, Ice, Lightning, Earth, Poison, Gravity, Meteorite, Contain, Ultima, Steal (Mug), Deathblow, Manipulate, Morph, Throw, Slash-All, Double Cut, Master Command, Mimic (if it damaged), X-Summon, X-Magic (using listed spell), or a summon spell
<b>Function</b>	If the supported materia inflicts damage on an enemy, 10% of that damage is given back to the attacker as MP
<b>Location</b>	Chest in the Item Shop in Wutai (you must complete Yuffie's sub-quest first)

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	—	0
2 (Master)	—	100,000

## MP Turbo

<b>Supports</b>	Any Spell, Summon or Enemy Skill materia
<b>Function</b>	Increases the standard MP cost of the supported materia, but the spell becomes more effective
<b>Location</b>	Temple of the Ancients

<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Increases effectiveness and MP cost by 10%	0
2	Increases effectiveness and MP cost by 20%	10,000
3	Increases effectiveness and MP cost by 30%	30,000
4	Increases effectiveness and MP cost by 40%	60,000
5 (Master)	Increases effectiveness and MP cost by 50%	120,000

## Quadra Magic

<b>Supports</b>	Any Spell or Summon materia (except Knights of the Round)	
<b>Function</b>	Supported materia is used four times, but the MP cost is the same as if used only once; targets are chosen at random; effectiveness of supported materia drops by 40%	
<b>Location</b>	In the cave at the end of the chain of peninsulas near Mideel	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Allows quadruple-cast 1×	0
2	Allows quadruple-cast 2×	40,000
3	Allows quadruple-cast 3×	80,000
4	Allows quadruple-cast 4×	120,000
5 (Master)	Allows quadruple-cast 5×	200,000

## Sneak Attack

<b>Supports</b>	Any Spell, Command, or Summon materia	
<b>Function</b>	If successful, hero who has equipped this materia will use the supported materia before any allies or enemies can act; target of the hero's action is chosen randomly, and hero uses the best ability he currently has available (for example, Coin instead of Throw or Cure 3 instead of Cure 2)	
<b>Location</b>	Win at the Gold Saucer's Chocobo Square	
<b>Comments</b>	Most effective when used by a hero who has an item that raises Dexterity, or used while equipped with a Speed Plus materia	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	Provides 20% chance of making a sneak attack	0
2	Provides 35% chance of making a sneak attack	20,000
3	Provides 50% chance of making a sneak attack	60,000
4	Provides 65% chance of making a sneak attack	100,000
5 (Master)	Provides 80% chance of making a sneak attack	150,000



## Steal As Well

<b>Supports</b>	Any Spell, Command, or Summon materia	
<b>Function</b>	After using the supported materia, hero will make one Steal attempt as if they had the Steal materia equipped; the attempt will be made against the enemy targeted by the previous materia use (a random target is chosen if the materia use affected all/random targets)	
<b>Location</b>	Wutai village (extinguish second fire pit in cave found in the Da-Chao area)	
<b>Level</b>	<b>Description</b>	<b>AP</b>
1	—	0
2 (Master)	—	200,000



## APPENDIX D

# Chocobo Guide

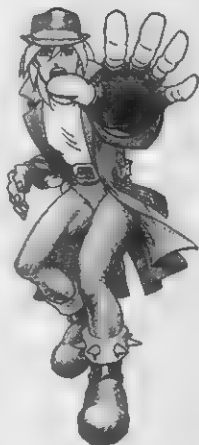


**T**he capture, care, and breeding of chocobos (Final Fantasy VII's out-sized, speedy, chicken-creatures) is not required to complete the game. But without bred chocobos, you will not be able to reach secret places that hide powerful materia, including Knights of the Round, the most powerful materia in the game.



## Breeding Chocobos

Until you have the airship *Highwind* in the later stages of the game, you can capture Yellow chocobos using the Chocobo Lure materia at any chocobo tracks you find. In the combat that follows a luring, dispatch all the monsters but leave the chocobo unharmed. If you do, the chocobo is yours. Before you go chocobo hunting, though, make sure everyone has an attack that affects single monsters only. If you cast a spell on or attack a chocobo, it will flip out and attack people at random. A chocobo's attack is usually pitiful, but every once in a while one will let loose with a special attack that will instantly kill a character. So be kind to the wildlife!



**WARNING** *Early in the game, refrain from riding chocobos, even when you can. Those encounter-free chocobo rides do nothing to build your heroes' statistics. When you reach the tracks near the chocobo ranch on the East Continent, you do need to capture and ride a chocobo to avoid encountering the strong Midgar Zolom.*

While you're mounted on a chocobo, you will not be threatened by any monsters and you can travel very rapidly. Once you dismount, though, your chocobo will bolt away, never to return.

Once your party takes over the *Highwind*, your options improve. Choco Billy, in the chocobo ranch's main house, will rent you up to six stalls, at 10,000 gil apiece, where you can house your chocobos when they're not in use. Then your mounts will no longer run away, and they can be fed special foods, bred, and raced at the Gold Saucer's Chocobo Square to improve their pedigrees. Colored chocobos must be bred. They have the following special abilities:

- Blue chocobos can cross rivers and shallow water.
- Green chocobos can cross over mountainous terrain.
- Black chocobos can do everything Blue and Green chocobos can, and they can also scale waterfalls, enter the canyon around the Shell Village, and walk across the ice forest on the North Continent.
- Gold chocobos can do everything the preceding three can, and they can travel with ease to every single location in the *Final Fantasy VII* world, even across the ocean.



### CHOCOBO TRACKS FOR BREEDERS

- **Wonderful Dashing Chocobos:** found west of the Icicle Inn on the North Continent
- **Great Running Chocobos:** found west of Mideel
- **Not Bad Walking Chocobos:** found southeast of the Gold Saucer on the West Continent



**TIP** *There is an alternative to breeding chocobos: defeat the dreaded Emerald and Ruby Weapons. If you can take down these monsters—which have 1,000,000 hit points apiece—you get a Desert Rose. After Cannon Naval Base is attacked, trade the Rose to the Kalm Traveler for a Gold chocobo.*

Once breeding is possible, where do you start? Chocobos breed only after gobbling up various greens and nuts, delicacies which you will have to gather from various places. Choco Billy's greens and nuts list is quite intimidating, but never fear! Follow this guaranteed, step-by-step breeding guide. Within a few short hours (of real time), and with a little luck, you will be the proud possessor of a Green, Blue, Black, and the treasured Gold chocobo.

Here's how to breed a Gold chocobo in 18 easy steps:

1. Rent at least four stalls at the chocobo ranch.
2. Win or steal three Carob Nuts from Vlakorados, a monster you'll encounter near Bone Village.
3. Win or steal one Zeio Nut from a Goblin in the Goblin Islands northeast of the East Continent.
4. Hop in the *Highwind* and find the Chocobo Sage, who lives in a grassy mountain plateau north of Bone Village in the Icicle area. Purchase 40 Sylkis Greens from the sage.



5. Capture chocobo(s) southeast of the Gold Saucer.
6. Capture chocobo(s) west of Mideel.
7. Mate a male walker from the Gold Saucer with a female runner from Mideel. (If you failed to secure those genders and types, go hunting again.)
8. Feed the lucky couple a Carob Nut.
9. With a little luck, this will produce a new Green or Blue chocobo. If not, try again.
10. Find another running chocobo from Mideel that is of the opposite sex from the new offspring.
11. Breed the new runner with a Green to produce a Blue (or with a Blue to produce a Green), again using a Carob Nut. If you have a Green and a Blue chocobo of the opposite sex, wonderful. If not, try again.
12. Feed your Blue and Green chocobos 10 Sylkis Greens each. Notice that they jump for joy, and their Speed, Intelligence, and Stamina all rise.
13. Head for the Gold Saucer. (No need to take any chocobos with you.) Speak to Ester at the Chocobo Square. Your Class C chocobos need to become Class A. You must win six consecutive races to reach Class A.
14. Back at the ranch, breed your A-class chocobos, and feed them a Carob Nut. In no time, a cute Black chocobo will be born.
15. Head for the Icicle area tracks. Get a Yellow chocobo of the opposite sex for your new Black chocobo.
16. Feed the Black and Yellow chocobos 10 Sylkis Greens each.
17. Go back to the Gold Saucer. Bring your Black and Yellow chocobos up to Class A.
18. At the ranch, breed your Black and Yellow chocobos and feed them a Zeio Nut. Congratulations! You're now the proud owner of a Gold chocobo!

Have a blast with "Goldy!" Also, don't forget to de-equip and sell the Chocobo Lure materia, which you no longer need.

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### ABOUT THE AUTHOR

RONALD WARTOW IS A LONG-TIME ROLE-PLAYING GAME ENTHUSIAST AND AUTHOR OF OVER A DOZEN GAME BOOKS, INCLUDING FINAL FANTASY TACTICS ULTIMATE STRATEGY GUIDE (UNOFFICIAL) AND THE PLAYSTATION VERSION OF THE FINAL FANTASY VII ULTIMATE STRATEGY GUIDE (UNOFFICIAL), BOTH FROM SYBEX. HE LIVES IN SOUTHERN CALIFORNIA, WHERE HE SPENDS TIME WALKING THE BEACHES WHEN HE'S NOT WRITING OR PLAYING GAMES.



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